GREY WORLDS

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"BECAUSE LIFE IS NOT ALWAYS BLACK AND WHITE..."

GREY WORLDS

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PROPER CHANNELS

some verbage from the publisher

Help me, somebody! I'm stuck with a bunch of players who only want black & white campaigns. You know what I'm talking about: "There's the bad guy, you know...the one with the black hat. Go get him!"

"You're too gray," they say.

"We never know if we've won or lost," they cry!

Well, to hell with all of them. If they want a black and white campaign, they can go play Marvel Super Heroes!. Where's the fun in always being able to spot the bad guy?

Excerpts from a typical night:

"That's not possible," they yell, "We killed him eight adventures ago. He can't still be alive!"

"My sister killed who? No way, she was raised by a good family."

"I'm not playing anymore! There's no way to win in your game. I fight the bad guys every session and I don't seem to get anywhere."

"Watch out everyone, it's one of Lem's NPCs that can't make up his mind about which side he's on."

"Uh-oh, it's a Lem scenario, heroics...out the window."

"It wasn't one of the PCs, therefore it was one of the bad guys."

"Life spans can be shown to be quite limited, because sooner or later you have to turn your back on someone."

"Is the GM screwing us... well, his lips are moving."

"Make a resistance roll? Oh great, it's probably my mother."

"There's two types of NPCs: those who profit from your death, and those who profit from your humiliation."

"Congratulations. Here I am a 30th level High Priest and I'm still a nobody."

"Make a perception roll? I duck!"

"Five PCs just got the crap beaten out of them by a horse."

"It's another unkillable, immortal NPC."

"What is this thing, and why are we fighting it"?

"There are three types of magic items: weak, cursed, and NPC only."

They're cramping my style. I haven't heard so much bellyaching in a my life. Bitch, bitch, bitch. If they're so unhappy, then why do they keep coming back? I'm confused. Someone help... please.

Lem Richards

CRITICAL DECISIONS

some verbage from our editor

Well, Lem... let me help you out here. Perhaps I can shed some light on the subject with a few more famous quotes from your campaigns. Excerpts from a typical night:

"You take, let's see... two hundred fifteen points, *plus*..."

"Remember the Lich, Estrefan? The one you killed at the fortress under the lake? And then again, in the caverns up north? Well, you see him casting a spell at you from behind the column."

"You see your father's corpse, face twisted in agony, lying in a pool of blood on the floor of your mother's sewing room. Looks like she escaped through the mirror."

"Yeah, I gave you my word, elf. So what?"

"Yeah, I gave you my word, human. So what?"

"Yeah, I gave you my word, magician. So what?"

"The vampire crushes your holy symbol to powder."

"You don't have a hundred feet of rope. That's too heavy for one man to carry."

"Five more of those undead-looking assassin things materialize right behind you."

"All your items are missing."

"All your money is missing."

"All your clothes are missing."

"He walked right out through the front door. You just didn't notice."

"Platinum and mithril aren't worth anything here. Only copper and tin."

"It's another dragon."

"It's another lich."

"It's [fill-in-the-blank] again. Looks like somebody put him back together."

"Your beloved mother raises her hands and starts chanting. A gut-wrenching nausea tears at your very soul."

"Sorry. Your spell points don't seem to be regenerating here."

"Sorry. The Essence isn't functioning here."

"Sorry. All you Channelers seem to be cut off from your gods here."

"The giant fish you created has been eating small children who get too close to the river."

"The bar wench looks at your meager tip, and produces an ugly-looking bastard sword from beneath her apron."

"The nice young boy in the tent-maker's shop was actually a vampire lord."

"He/She/It spits acid/fire/plasma at you."

"A whole fleet of ships drops out of hyperspace and terraforms your entire world before you can act."

"You didn't notice your armor had been stolen until he hit you."

"The woman you picked up in the library was actually Asmodeus' daughter, and now you've gotten her pregnant."

"It's not dead yet."

"If you kill me, I'll only go up another level."

Why do we keep coming back? Be serious.

Ross Henton

MOREMASTER

some verbage from the moneyman

Well, Ross... Here's a few more that got missed. Comments heard from Lem:

"Background?"

"The Vampire Prince sends you through the portal with a swift kick to the rear." (I kid you not, I really saw it happen, but it *was* after he crushed the holy symbol.)

"Magic items: something not possessed by a PC."

"You come back to the barge, and find all of your men-at-arms dead. How? Well, it looks as if they killed each other."

"You find yourself staring into its eyes, and...."

"No." (Standard response of any NPC to any PC, followed by "So what?.")

"Love interest?"

"As you start to fly over the cliff all of your powers cut off."

"You wake up, and...."

"Its another Vampric Dracolich."

"You return to your world and it's gone."

"You wake up and find 17 billion dollars worth of platinum in your apartment. The TV announcer is talking about the mysterious robbery of the federal reserve."

"What level are you playing? I don't care. Won't make any difference."

"You go home and find everyone dead."

"You *don't* wake up, and...."

"The only way your baby dragon will eat is if you eat the food and throw it back up first."

And from the peanut gallery:

"AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAH."

"Characters below twentieth level need not apply."

"Dragon Ticks!!!"

"I know it's a low magic campaign, but...."

"They're from the government and they're here to help us."

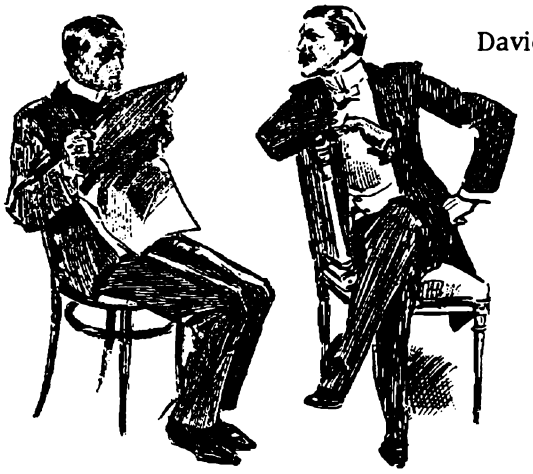
"The last clear-cut victory we had in his campaign was when someone else was running."

"His plot lines wait for no character."

"The betrayal was a relief, the suspense was killing me."

As to why we keep playing? Perhaps because hope springs eternal, or perhaps because no truer victory can be won.

David Blank



IN OTHER WORLDS

some verbicide from up north

Time to get serious, gang. I want to talk about maneuvers and the Maneuver/Movement Table. There are only two "official" ways to interpret percentage results on the Maneuver/Movement Table. Over the years, I've noticed many different ways in which GMs explain percentage results on this table. I thought you might like to see some of these options, so here is a listing of them.

"How Do I Move Thee? Let me count the ways..."

Just to re-cap, here's what the core rules state:

The net maneuver roll is cross-indexed with the degree of difficulty on Table 8.2.2 (the Maneuver/Movement Table). The result is usually self-explanatory, but a percentage result (i.e., a number) can be interpreted in several ways by the GM.

1. In the case of an all-or-nothing maneuver (i.e., no partial success possible) a second dice roll must be made. If this second roll is equal to or less than the original percentage result, then the maneuver succeeeds. Otherwise, the maneuver fails.

2. If a maneuver can be partially successful, then the original percentage result is the degree of success.

Example: *Suppose a combatant attempts to leap 15 feet over a chasm 11 feet wide. The GM assigns the leap a degree of difficulty of "Medium." If the combatant does not cancel his maneuver, his roll will be modified by -10 for wearing a chain shirt (AT /13), by +25 for an excellent Agility (100), and by -10 for being wounded (over 25% of hits). He rolls a 91 for a net maneuver roll of 96 (91 - 10 + 25 - 10). Cross-indexing on the Maneuver/Movement Table, we get a result of "80." This means that the combatant has leaped 12' (15' x .80) and therefore has crossed the chasm safely.*

If this maneuver had been to throw a rope around a rock on the other side of the chasm and the same result had been obtained, then a second dice roll would have been required. If this second roll was 80 or less (unmodified), then the rope throw would be successful; otherwise, it would fail.

These are the basics and suitable for the majority of maneuver resolutions. Let's call the first method "All-or-Nothing" and the second "Partial Success." There are a number of other ways to interpret the percentage results on the Maneuver Movement Table. Here are some of the most useful "house-rulings" I've seen:

3. *Stringent.* This method is used only in the most tasking of situations. Here, the percentage result is a combination of both cases 1 and 2. In other words, the result is the chance of successfully completing that percentage of the action.

Example: *Consider an adventurer who is attempting to scale a mountain face. Although she is competent and does not think the climb is too difficult, there is an ever-present danger of catastrophe when moving from here to there. A particular stretch of rock 30' in height and at an angle of 80 degrees requires the use of pitons. The GM assigns the maneuver a difficulty of "Hard." The adventurer's roll is modified by +50 for her Climbing bonus. She rolls a 32 for a total maneuver roll*

of 82. Cross-indexing this roll on the Maneuver/Movement Table, we get a result of "50." This indicates that the adventurer has a 50% chance to climb 15' (30' x .50), half the total she wants to traverse. If the second roll is 50 or less (unmodified), then her climb would be successful; otherwise, she would fail (and probably fall).

4. *Safety Conscious.* In this type of situation, there is no question that the character can do the action; it is assumed that he will succeed. But the real concern here is whether he can do it safely. The percentage result represents the chance that the character can complete the maneuver without injury. A second dice roll must be made. If this second roll is equal to or less than the original percentage result, then the character completes the activity and remains unharmed. Otherwise, the maneuver still succeeds, but the character has incured some form of injury (GM determines consequences).

Example: *Suppose a bare-footed character wishes to traverse a 50' long corridor which is strewn with shards of broken glass. Of course, he can walk 50' in one round, but can he do it without slicing his feet to ribbons — that's the question. The GM assigns the maneuver a difficulty of "Light." The character's roll is modified by +10 for his Agility and by -10 for being wounded (over 25% of hits). He rolls a 27, which is also the total maneuver roll. Cross-indexing this roll on the Maneuver/Movement Table, we get a result of "60." A second dice roll is required to see if he is able to walk down the corridor without getting hurt. If this second roll is 60 or less (unmodified), then he is unharmed and the maneuver is successful. Otherwise, the maneuver still succeeds, but he must suffer an appropriate attack (such as a 50 Tiny, five +0 dagger attacks, two "C" slash criticals applied only to his feet, etc.).*

5. *Complex Activity.* This method works for certain special cases—complex, multi-part activities which might require several rolls before completion. The percentage result represents the chance that the character can complete the entire maneuver without another maneuver roll being necessary. A second dice roll must be made. If this second roll is equal to or less than the original percentage result, then the character completes the entire activity (i.e., no further maneuver rolls are necessary). Otherwise, that phase of the maneuver still succeeds, but the character must continue with the next part of the activity (i.e., next round he must roll another maneuver roll).

Example: *Imagine someone under a tree holding a rope which has been firmly tied to a branch high up in the tree. This person wants to climb the rope (using Rope Mastery), then crawl along the stout branch as far as he can go. It is also possible, using the same skill, to swing on the rope until high enough to grab hold of the desired branch (assuming no major branches are in the way). The GM assigns the maneuver a difficulty of "Medium." The person's roll is modified by +33 for his Rope Mastery bonus. He rolls a 66 for a total maneuver roll of 99. Cross-indexing this roll on the Maneuver/Movement Table, gives us an "80" result. A second dice roll is required to see if he is able to successfully swing to the desired location. If this second roll is 80 or less (unmodified), then his swing would be successful (i.e., he's where he wants to end up). Otherwise, he would climb to the top of rope instead, necessitating another maneuver roll next round to shinny along the branch.*

6. *Quick Task.* Some activities take only a small fraction of the round, possibly allowing for other actions. In this situation, a second roll must be made. If this second roll is equal to or less than the original percentage result, then the maneuver succeeeds and another maneuver may be attempted. Otherwise, the maneuver still succeeds, but the entire round is used doing it.

Example: *A character wants to get up from a prone position. If he does this in a timely fashion, he may continue to act this round. The GM assigns the maneuver a difficulty of "Routine." The character's roll is modified by -50 (stunned) and -30 due to severe injuries (more than 75% hits). He rolls a 44 for a total maneuver roll of -36 (44 - 50 - 30). Cross-indexing this roll on the Maneuver/Movement Table, we get a result of "50." A second dice roll is required to see if he can maneuver subsequent to standing. If this second roll is 50 or less (unmodified), he stands and may attempt another maneuver this round; otherwise, it would take him the whole round just to get back on his feet again.*

7. *Interference.* Sometimes a character wants to maneuver, but there's an opponent obstructing him. If this is the case, a second dice roll must be made. If this second roll is equal to or less than the original percentage result, then the maneuver succeeds (i.e., the foe was unable to stop him). Otherwise, the maneuver failed because of the opponent's intervention. This interference may take any form the GM desires, from stopping the character to attacking him.

Example: *A dungeon-adventurer wishes to run past an orc blocking her passage down the corridor. The GM assigns the maneuver a difficulty of "Very Hard." She rolls a 93 for her maneuver roll. Cross-indexing this roll on the Maneuver/Movement Table, we get a result of "50." A second dice roll is required to see if she can get around the orc without getting attacked. If this second roll is 50 or less (unmodified), she races past the orc unaffected. Otherwise, she is stopped and the orc takes a swipe at her.*

8. *Time Contingent.* In some cases, a character makes a maneuver which would ordinarily be successful, but there is a time constraint. Thus the question becomes, "Can she do it in time?" To answer this, a second dice roll must be made. If this second roll is equal to or less than the original percentage result, then the maneuver succeeds within the time constraints imposed. Otherwise, the maneuver is not accomplished quickly enough and the character must undergo whatever penalty applies for failing (GM's discretion).

Example: *Continuing with the same dungeon-adventurer mentioned above, assume that she ran past this orc towards a door down the corridor. She needs to run to the door, open it, then close it behind her before the orc throws a dagger at her. The GM assigns the maneuver a difficulty of "Light." She rolls*

a 53 for her maneuver roll. Cross-indexing this roll on the Maneuver/Movement Table, we get a result of "70." A second dice roll is required to see if she can get through the door before the orc attacks. If this second roll is 70 or less (unmodified), she races through the door quickly enough to avoid being attacked. Otherwise, she does not make it to the door before the orc throws a dagger at her.

9. *Multiple Actions.* Occassionally, a PC may want to do more than one maneuver at a time. If the GM permits this, the "Multiple Actions" method is used. The percentage represents the chance of successfully doing all activities simultaneously. A second dice roll must be made. If this second roll is equal to or less than the original percentage result, then all maneuvers succeed. Otherwise, none of the maneuvers attempted is successfully accomplished.

Example: *Suppose a character wants to run and juggle three balls at the same time. The GM assigns the maneuver a difficulty of "Hard." The character's roll is modified by +40 for her Juggling bonus. She rolls a 77 for a total maneuver roll of 117. Cross-indexing this roll on the Maneuver/Movement Table, we get a result of "90." A second dice roll is required to see if she is able to successfully run and juggle at the same time. If this second roll is 90 or less (unmodified), then she would be successful at all tasks. Otherwise, she would fail to fully achieve any goal (e.g., she might drop the balls while stumbling).*

10. *Exhibition.* This method is used only during competitions where style and quality of performance are important, like in the Olympics. In this case, the percentage represents the overall quality of the performance. A "100" indicates a perfect presentation; lower percentages mean that the execution was flawed in some way, while scores above "100" set a new standard for a quality performance. Clearly, the performer with the highest original percentage wins the competition.

Example: *Three Gymnasts perform at an exhibition to determine who is the greatest athlete. "A" has an Acrobatics bonus of +40, "B" has a +35, and "C" has a +30 bonus. The GM assigns their maneuvers a difficulty of "Medium." "A" rolls a 40 (for a net maneuver roll of 80), "B" rolls a 67 which yields a total roll of 102, and "C" rolls a 35 for a total of 65. Cross-indexing these rolls on the Maneuver/Movement Table, we get these results: "A" = "60", "B" = "80", and "C" = "40". In this competition, "B" is the winner (or so say the judges).*

I hope I've given you some food for thought. Clearly, the two original methods of maneuver resolution are not adequate for all situations arising in a role-playing game. Equally obvious is the fact that these are not the only possiblities. Do us both a favor, and come up with a few new methods on your own. If you like them, send them into *Grey Worlds*—the perfect forum for new ideas.

Tim Taylor

GREY ANALYSIS

Dear Ceaseless Pursuers of Quality Roleplaying Material:

Hats off to the mystery author of the Witch Hunter class. It's a shame you failed to give him/her proper credit. A well-written and original article such as this does not deserve to be mishandled. (By the way, thanks for implying that I wrote the Witch Hunter by placing one of my spell lists after it. I wish I had written it.)

The article, spell lists and creatures in Ross's *Demonic Possession Triad* were all well written. As a sometimes sadistic GM (aren't we all?), I can't wait to use this material on some poor unsuspecting players.

I was especially pleased to see another *Spirit Realms* piece from Laura [Reutter]. Both of these articles were very informative and interesting to read. I must confess that I did not have a very good feel for how the spirits should be used in play. But thanks to Laura, I do now.

Edward R. Cassidy

Glad you liked the Witch Hunter. Actually, I was the mystery author (evidently I temporarily forgot my own name). RH

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Note: *1 = Really Loved It; 5 = Really Hated It.*

PANDORA'S BOX

OLDE TYME ITEM SHOPPE

MAYK EYETUM, PROPRIETOR

CHOICE ITEMS FOR THE DISCERNING ADVENTURER

"Nothing like the sweet air of the wilderness," the shopkeeper says with obviously false reverie. "Ahhh, to be away from the stink and squalor of the city," he continues, further insulting the realm of believability. As your quick eye catches the facade of his hastily created act, he begins to offend your perceptions yet again.

"Dangerous place that, the deep woods that is," he says with ill-concealed relish. Thinking you duped, he continues, "It takes a great man with superb supplies to thrive in nature. You possess one of the requirements while I, possibly, possess the other," he utters, a slow, evil smile playing across his face.

Collapsible Spade - Foldable steel spade with serrated edge. Measures 24" when extended, and 15" when folded. Serrated edge allows for impromptu use as saw. Leather case allows unobtrusive packing and carrying. - Cost 5sp - Weight 2 lbs.

Small Silver Mirror - Thin highly polished silver mirror. Measures 3" x 5", and has a small hole on the upper end. Offers signaling and shaving possibilities. - Cost 10sp - Weight .5 lbs.

Snow Shoes - 2 wood and wicker frames that attach to the bottom of user's boots. The snow shoes double the movement rate when travelling through deep snow areas. - Cost 5bp - Weight 1 lb (each).

Machete - Large heavy-bladed knife. The thick blade is especially made for the cutting of vegetation. Doubles the movement rate of user (and followers), when travelling through thick vegetation areas. The machete may also be used as a -25 short sword. - Cost 5sp - Weight 3 lbs.

Compressed Cooking Set - Compartmentalized field cooking set. Small items easily store inside larger items. Set contains: 2 deep plates, 2 deep pans, pot with lid and handle, 2 forks, 2 spoons, and 2 eating knives. Convenient leather carrying case included. When stored, creates a package the size of a large pouch. Perfect addition to the field Animist's laboratory. Adds +50 to cooking. - Cost 5sp - Weight 5 lbs.

Survival Saw - A 30" jagged steel wire, capped at either end by a steel ring. The saw is capable of cutting wood and metal (some judgement calls may be required). May also be used as a garrote and a snare. Coils for easy storage. Adds +25 (snare related only) to Foraging, Trap-Building, and Set Traps. - Cost 1sp - Weight .25 lbs.

Skinning Knife - A small, very sharp knife, used primarily for the quick skinning of animals. The short blade is set perpendicular to the hilt. When held, the blade of the knife extends from between the fingers of a closed fist. The knife may be easily concealed. May be used as a -25 dagger. Adds +50 to skinning attempts. - Cost 2sp - Weight .5 lbs.

Waterproof Cloak - Large hooded sealskin cloak. Keeps wearer warm and dry in even the wettest weather. Cloak is very well made and is available in black, white, grey, or green. - Cost 2sp - Weight 4-5 lbs.

Single-Spring Traps - Typical steel-jawed trap. Traps are sprung by excess weight being placed upon the center lever. When sprung, the jaws clamp upon the offending member. A thick chain (suitably affixed) prevents the trapped quarry from fleeing with the trap. Available in 3 sizes; small (beaver size), medium (wolf size), and large (bear or man size). Trap is easily released by any intelligent being. Trap inflicts a random severity krush critical upon target. Adds +25 (spring trap related only) to Foraging, Trap-Building, and Set Traps. - Cost 1sp, 2sp, and 4sp - Weight 3 lbs, 4 lbs, and 5 lbs.

Canteen - Sturdy tin water container. Much more durable than the ordinary water skin. Has attaching leather case and strap for protection and ease of transport. Holds 1 pint. - Cost 1sp - Weight 1 lb. (empty).

Glass Beads - Large sack containing a random color and size assortment of 1000 glass beads. Outstanding trade possibilities exist with easily fascinated savages. Glass beads are commonly used to decorate the hair and personal equipment of trade victims. - Cost 5sp - Weight 2-3 lbs.

Heavy Coat - Heavy fur lined winter coat. Coat is equipped with pockets and hood. Protects from the most extreme conditions. Coat reaches mid-thigh, and acts as AT/7. Lining of sealskin renders the coat waterproof. Coat may be dyed black, white, grey, or green. - Cost 2sp - Weight 10-15 lbs.

Curing Salts - Wooden cask filled with skin preservation chemicals. Chemicals cure green animal skins, in preparation for use. Cask contains enough salt to cure 25 square feet of hide. Adds +50 to Skinning. - Cost 5sp - Weight 10 lbs.

Wire Snares - A set of 12 wire cable snares in 3 different sizes (large, medium, and small). The snares are extremely flexible and very durable. Adds +25 (snare related only) to Foraging, Trap-Building, and Set Traps. - Cost 5sp - Weight 1 lbs.

Insect Netting - Light cotton netting. Prevents the intrusion of insects and small animals. Cloth is diaphanous and measures 10' x 10'. - Cost 5sp - Weight 5 lbs.

Tent - 4, 6, 8, and 10 man tents. All tents are made of canvas, Each tent is equipped with poles, stakes, and cords. Sizes are 10' x 10', 10' x 16', 16' x 16', and 16' x 24' respectively. - Cost 35bp, 45bp, 55bp, and 65bp - Weight 15 lbs., 20 lbs., 25 lbs., and 30 lbs.

Trousse - Large wide-bladed hunting and utility knife. Overall length is 18", with a blade 12" long and 3" wide. The wide blade allows it to be used as a wood chopper and a skinning tool. Blade has a relatively blunt point. May be used as a dagger, with all criticals being slash. Adds +5 to wood crafting and +25 to skinning. - Cost 6sp - Weight 2-2.5 lbs.

Joseph B. Daugherty and Daniel A. Whiteside

TERRAIN AWARENESS

In fantasy literature certain races and professions are considered to be extremely deadly. Armies invading Elven forests are often decimated, Orcs and Dwarves are the finest mountain troops, and a thief in a sewer can cut a fierce warrior into little pieces. There is no skill in ***Rolemaster*** that represents such specialization. Through the buying of Terrain Awareness the characters can increase their effectiveness in certain situations. Within the cramped goblin tunnels the thief may be more deadly than the mighty warrior.

The skill Terrain Awareness is for those characters who learned to fight in what might be adverse conditions. For example, in a forest battle both combatants are forced to avoid the foliage, detracting from their effectiveness, but since both must do so, there is no penalty for either combatant. But if one of the fighters is used to such combat he is at an advantage, i.e., a bonus to his OB.

SKILL USE

For every skill rank add a +1 to the character's OB. Option: +2 to the OB for every skill rank.

The character makes a medium maneuver roll every 5 rounds to determine if he receives his bonus. If unsuccessful he would attack with his normal OB for five rounds.

Option: Roll every 3 rounds to determine success in usinq the skill.

Cost: 1/3 for non and semi-spell users; 3/7 for spell users. The character may develop as many categories as he wants, provided he has a legitimate reason (i.e., an opportunity to learn it).

Statistics: Agility and Intuition. Option: Just Agility. Note: If using level bonuses, Terrain Awareness should be considered a combat skill.

SKILL CATEGORIES

There are eight different forms of terrain awareness, each of which must be developed separately (they are not considered similar).

Forest: This skill allows the user to make greater use of the trees and branches in his fighting style. Wood Elves, foresters, Druids and Rangers are likely to have this skill. This skill may be further divided into two similar areas; temperate forests and tropical jungles.

Mountain: Not just in the mountains but any rocky territory. For example, Grund, the orc, is pursued into a quarry. He is then able to use the terrain to his advantage.

Close Combat: This area involves any fighting in a cramped environment. Such situations could involve balcony battles, sewer skirmishes, or even alleyway attacks. This is ideal for thieves, rogues, and subterranean races. It requires appropriate weapons, such as a dagger or short sword.

Watery Combat: This heading includes fighting underwater and combat in shallow pools. This skill also requires appropriate weapons.

Shipboard Combat: This skill is for sailors pirates and marines. Able to take advantage of the tossing of the waves, those trained in shipboard combat are likely to dump the bodies of the unskilled overboard.

Snow And Ice: This skill not only includes fighting in slippery and treacherous footing, but also fighting in bulky clothing.

Sand: Whether the combatant is in the desert or on the beach this skill will let him take advantage. This can include kicking sand in his opponent's face or just maintaining his own balance.

Mounted Combat: This skill handles the difficult situation of mounted combat. Those who have this skill resolve it as described above, while those who only have the riding skill must make a medium maneuver in order to use their full OB. If the character does not successfully make a medium maneuver they may only use 50% of their OB for the next five rounds. I recommend that bonuses for charging still be used, as found in *Rolemaster Companion III.*

Option: Fighting on horseback requires extensive training, and I recommend that any maneuver roll fumbles result in an automatic roll on the Mounted Arms Fumble Table.

Example: *Arador is a Grey Elven fighter who wants to master the art of sylvan combat, as well as to be a proficient mounted warrior. During zero level development, the player buys two ranks of the 'Forest' category for four development points and one rank in the 'Mounted' category for one point. Assuming the same progression of development, at fourth level Arador would have ten ranks in 'Forest' category and five in the Mounted, resulting in +10 and +5, respectively.*

In order to determine whether or not Arador receives the combat bonus he would make a maneuver with a skill bonus (in the Forest category) of 77. This would be with 10 skill ranks (+50), his stat bonus (+15), and his level bonus (+12). He would only have a skill bonus of 52 in the Mounted category, with a combat bonus of plus five(+5).

Kevin Callaghan

IN THE HANDS OF FATE

In most roleplaying games, the players are playing the parts of heroes. Heroes, by definition, should be able to perform feats above and beyond those that normal folk should be able to achieve. However, it is not uncommon for the "hero" in a playing session to be shut down by a series of bad dice rolls. While one or two bad dice rolls adds flavor to the game, a whole streak of them can spoil character perceptions and/or disenchant players.

I propose a system whereby players can choose when to make their characters "lucky." This system of Fate Points allows players to decide when "fate" intervenes on behalf of their characters. Here are the guidelines on using "fate."

STARTING FATE POINTS

Each character will start with 3 fate points. Every time a character goes up one level, he will receive an additional fate point. The GM will award 1-3 fate points per playing session (see below).

Non-player characters (NPCs) will only have fate points if the GM deems it appropriate. Only NPCs of heroic quality should ever have fate points. This applies to "bad-guy" NPCs as well!

Option 1: Each character must spend a background option to start with any fate points. Each background option spent is worth 1 fate point.

Option 2: Each character starts with 3 fate points but may spend background options to get more.

Option 3: Each character starts with 1-3 fate points.

Option 4: Each character starts with 1-3 fate points and may spend background options to get more.

Note: *The more fate points the GM allows characters to have, the harder it will be to have the characters fail. If characters have fate points, they will use them!*

GAINING FATE

Characters will gain fate points in a rather slow fashion. The GM should award 1 to 3 fate points per session played (based upon the GMs perception of character development). However, this amount should be modified using the guidelines below.

+2: The player achieved a major character goal during the session.

+1: The player achieved a major character goal during the session, but had to do so at the expense of another character in the party.

+2: The player assisted in completing a minor party goal.

+3: The player assisted in completing a major party goal.

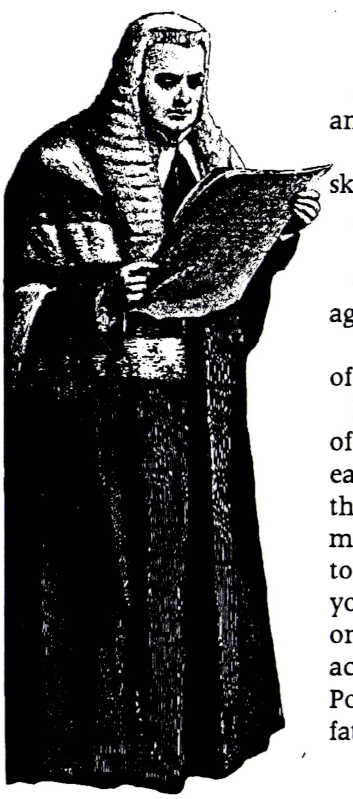
+3: The player, single-handedly, completed a minor party goal.

+4: The player, single-handedly completed a major party goal.

This results in a character gaining 0 to 7 fate points in a session. Note: If a character does not qualify for the bonus points, *do not* give them out!

As a guideline, the characters should be spending more fate points than they are receiving, until they accomplish party goals. A minor goal should be worth about the number of fate points spent in a single session. A major party goal should be worth about 1.5 times the number of fate points spent in a single session.

Option 5: Do not award fate points to a player character who was played as an NPC for the session. This will encourage full participation by the gaming group.



USING FATE

A fate point can be used in any one of the following ways:

1. Get an additional roll on a skill check for your character.
2. Add to a resistance roll.
3. Negate an ESF.
4. Lessen the damage of a hit against your character.
5. Cancel an NPC's spending of a fate point.

Listed below are the details of how to use a fate point in each of the circumstances. Note that in all cases, your character must be attempting the action to spend the fate point (i.e., you cannot spend fate points on the behalf of another character). See "Blocking a Fate Point" for more on how to use fate points against the bad guys.

ADDITIONAL ROLL FOR A SKILL CHECK

Anytime your character attempts a skill check, you may see the results of the skill roll. If the results are unsatisfactory, you may spend a fate point to roll again and add it to the first result. However, you cannot "fate" the result of a 01 roll. If you roll a 01 on a skill check, you must take the fumbled result.

For a "non-weapon" skill check, if the roll is between 02 and 05 (i.e., a fumble), you must complete the fumble result before adding in the "fate" roll.

To facilitate play, a player must look up all results when using a fate point in a weapons skill check (i.e., an attack). Do not depend on the GM to look up all results.

You can use any number of fate points to get additional rolls. If you do not like the results of the current total, you may spend another fate point to roll again and add it to the current total.

ADDING TO A RESISTANCE ROLL

After making a resistance roll (RR), the GM should inform the player as to whether the character was successful or not. If the RR was failed, the player may spend a fate point to add another roll to the RR. This process may be repeated until such a time as the character succeeds (or runs out of points).

If any roll results in a fumble, another roll should be made and subtracted from the current total (following the normal open-ended roll rules). The GM should not inform the player as to the effects of failing before the player commits to spending the fate point.

NEGATING AN ESF

If you fail an ESF roll, you can spend a fate point to cancel the fumble. However, spending a fate point in this way results in the generation of another ESF roll. You simply get another chance to roll the ESF roll successfully.

You may use any number of fate points on this action. If you fail an ESF four times, for example, you may use four fate points to get another chance at succeeding.

LESSENING THE DAMAGE FROM A HIT

When your character takes damage for any reason, you may spend a fate point to lessen the effects of the damage. With each fate point spent in this fashion, you get three damage credits. You may use a damage credit for any combination of the following:

1. Take 10 less concussion hits.

2. Reduce a critical severity by 2 levels. If the critical is reduced to less than an 'A', there is no critical (for armor damage purposes).

3. Negate one critical effect (bleeder, penalty, stun, etc.). If all critical effects are removed, armor still takes the damage from the critical.

Example: Your character is hit in a combat round for 33 points of damage and a 'D' critical (resulting in 3 hits/round, -30 to all actions, and stuned 5 rounds). You may use a fate point to do one of the following:

1. Take 30 less concussion damage (resulting in 3 concussion hits and the full 'D' critical)

2. Take 20 less concussion damage and reduce the 'D' critical to a 'B' critical (and thereby reduce the effects of the critical).

3. Take 20 less concussion damage and remove one effect from the critical (either the bleeder, penalty, or the stun)

4. Take 10 less concussion damage and remove the critical (dropping the critical by four levels results in taking less than an 'A').

5. Take 10 less concussion damage and remove two effects from the critical (i.e, the bleeder and the penalty, the penalty and the stun, or the bleeder and the stun).

6. Take 10 less concussion damage, drop the critical down to a 'B', and remove one effect from the newly determined critical.

In all cases, you may examine the results to see which one you want to take. However, it is the responsibility of the player to look up the differing critical results to determine how he/she wants to spend the damage credit (i.e., don't depend on the GM to do all of the looking up). Try not to spend too much time in table look-ups.

Any "extra" points not healed with a damage credit are lost. For example, if the character has taken only 13 hits and no critical, the player can spend a fate point to remove the 13 hits, but cannot save the other 17 hits for later.

Fate points are applied individually to individual attacks. For example, if in one round you get attacked by three different opponents, and they (collectively) did 30 concussion hits (each doing 10) the minimum number of fate points that you can spend to negate the damage is 3 (one per attack). Even though it seems that 1 fate point could negate the 30 concussion damage, it was delivered in 3 attacks, and thus must take 3 fate points to remove it. The same would apply for reducing criticals.

Note: *It is possible to receive 2 critical hits from one attack. In this case, you can use one fate point (or set of fate points) to apply to the damage (because it resulted from one attack).*

BLOCKING A FATE POINT

Bad guys will now have fate points. Not all bad guys will have "fate." However, you will be told when bad guys are spending a fate point. Bad guys will use their fate points to lessen the effects of a hit (see above), to negate an ESF (see above), or to get another roll on a skill check (see above). Bad guys will seldom (if ever) use fate points to "block" player characters from using fate points. This will only occur if the GM thinks the characters are having too easy a time.

Whenever a bad guy spends a fate point, the character most directly associated with the result of the action has the option to spend a fate point to "block" or negate the results of that fate point. If there is more than one character who will be affected by the action, any one (but only one) of the characters may spend the fate point.

The GM will announce when a bad guy is using a fate point. The appropriate player must then decide whether to spend a fate point "blocking" the bad guy or not (i.e., the player does not get to see the result of the spent fate point before deciding).

You may also spend fate points to "block" an open-ended roll. From now on, if a bad guy open-ends a roll, it will be announced to the players. The character most directly associated with the action has the option of spending a fate point to keep the bad guy from getting that second roll. However (like above), the player must make the decision before hearing the result of the roll.

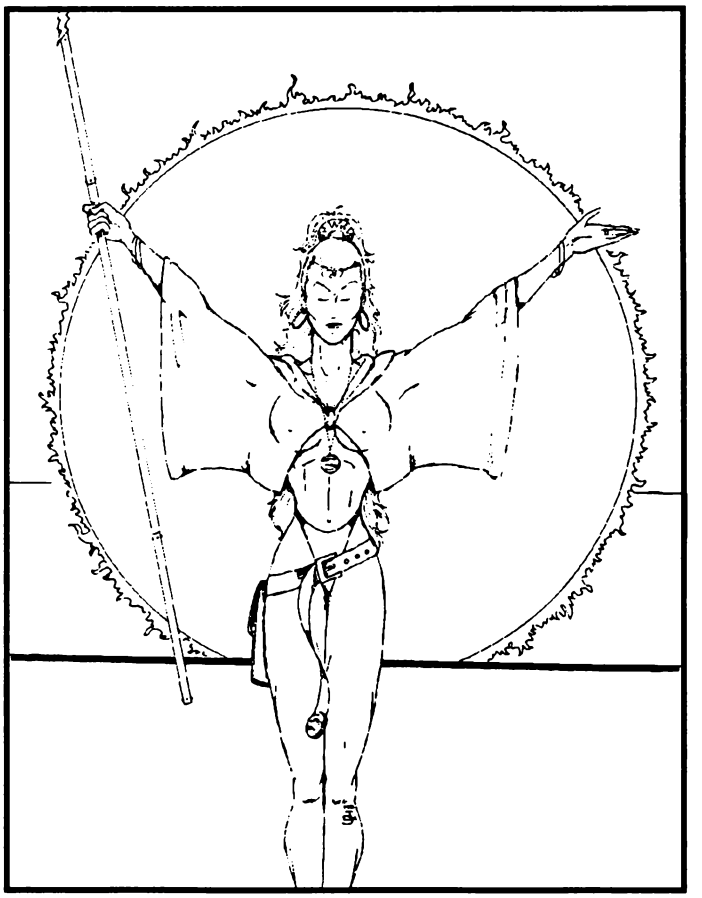
It is important to note that "blocking" does not necessarily mean "causing to fail." It simply keeps the NPC from getting another roll (or keeps the NPC from fating the damage). A blocked roll could still succeed, but will probably be reduced in effect.

It is possible that a bad guy may be attempting an action that does not affect the party in any way (i.e., sneaking away). In this case, the party may not spend fate points to block his rolls (however, they can use fate points in skill checks to try and affect the NPC). In all cases, if there is anyone in the party who will be directly or indirectly harmed in the immediate future by the NPC's action, that character(s) can use a fate point to block the NPCs rolls.

Example: *A bad guy is trying to hide from the party. He uses a fate point to be sure and have a really high hiding roll. Nobody in the party can spend a fate point to stop the NPC from spending a fate point in this case. The NPC's action will not directly or indirectly harm the party in the immediate future (even if he later returns with more bad guys—it is not in the immediate future). However, the party members may spend fate points to up their perception rolls (hoping to roll high enough to overcome the NPC's hiding roll bonus).*

Example: *A bad guy makes a maneuver roll to dive and pull a menacing looking lever on the wall. He spends a fate point to ensure his success. However, any one of the character's standing in the center of the room (where the trap is about to be triggered) may spend a fate point to block the NPC's spending of a fate point.*

John W. Curtis III



CALLED COMBAT CRITICALS

The current ***Rolemaster*** combat system offers players a well defined, preestablished standard of specific damage and criticals.

The system does, however, fail to account for differences in styles of combat, and distinctive weapon variations. Called Combat Criticals (CCC) provides players and Gamemasters with an adjustable alternative to the standard fixed ***Rolemaster*** system. CCC retains the use of current ***Rolemaster*** combat charts, utilizing the determined damage, with only the critical type differing from standard combat table format. This system of critical identification and implementation is based solely on the assumption that almost every weapon is capable of inflicting slash, krush, pierce, and unbalancing criticals. The characters combat style and the weapon construction will determine the type of critical to be used in combat, and the degree to which successful damage will be achieved. Success is determined by applying the specific weapon modification to the character's attack roll. It soon becomes apparent that certain weapons were designed for specific types of criticals, and although all types of criticals are possible, only one and in some cases two types of criticals are more effective than others for individual weapons.

The modifiers on the weapons tables are meant as guidelines only. GMs must decide upon the appropriateness of the modifiers, and adjust them as needed or desired. CCC judges and assigns modifiers based upon the individual merits of the weapon. An overall balanced whole is not sought nor desired. Many weapons were poorly designed and/or constructed. Thus it is possible that weapons designed primarily for slashes will perform krushes better than weapons designed for krushes. The argument for this example being that if a blunt club is used with enough force and skill, ordinary limitations may be overcome and pierces or even slashes may be applied. This is of course an extreme example. Blunt clubs are used far more often and perform much better in krush attacks. To cause the club to perform beyond its ordinary limitations would truly take a skilled wielder.

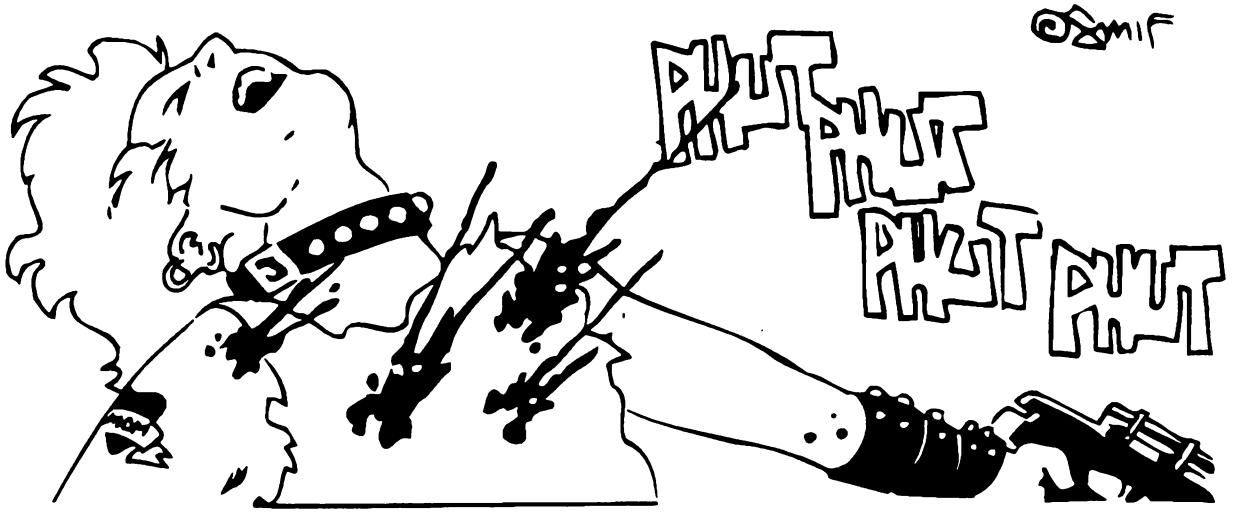
The use of this system is simplicity itself. Ordinary combat procedures are followed throughout the process, with the only deviations being critical choice and modifier application. Before the attack roll is made, the player (or GM) chooses the type of critical which is desired. The player then consults the weapon modification table and adjusts his final combat total according to the listed modifier as per critical type. The final total is then applied to the ***Rolemaster*** weapon charts, with the chosen critical replacing the listed critical.

Option 1: Allow the combination of criticals. Assign the critical severity a number; 'A'=1, 'B'=2, 'C'=3, 'D'=4, 'E'=5, 'F'=6, etc.. The player may then divide the acquired critical among one or more different critical types by simple subtraction; an acquired 'E' critical may be delegated into a 'D' slash and an 'A' krush, or into a 'B' krush and a 'C' unbalancing, etc.. The types of criticals to be used and their distribution must be chosen before the attack is made, with the greatest penalty per critical type being applied to the total attack roll.

Option 2: Only allow CCC to be used as part of a specific combat style, with all critical types as choices. Additionally, the GM might wish to limit the characters critical choices, with additional critical choices to be added as new skills or combat styles are learned.

Option 3: Depending upon weapon construction and/or materials and innovative techniques, the GM might allow the critical modifier to be adjusted up or down depending upon the desired effect of the change or addition (i.e., sharp spikes on a mace might improve the modifier for puncture criticals and possibly slash criticals.).

Option 4: Require that characters develop new skills in weapons which have been significantly altered to better perform nonstandard criticals.



Weapon Modification Table

	Slash	Krush	Puncture	Unbal.
Bastard sword	0	0	0	-25
Battle axe	0	0	-25	-10
Blackjack	-200	0	-200	-100
Blowpipe	-100	-100	0	-200
Boar spear	-25	-25	0	-25
Bola (2 hand)	-100	0	-200	0
Boomerang	-100	0	-100	-25
Broadsword	0	-25	0	-50
Cat-o'-nine tails	-100	0	-200	0
Claymore	0	0	-25	0
Club	-200	0	-100	-50
Composite bow	-50	-50	0	-100
Crossbow (heavy)	-75	-25	0	-75
Crossbow (light)	-75	-50	0	-100
Cudgel	-200	0	-100	-75
Cutlass	0	-25	-25	-50
Dagger	0	-100	0	-100
Darts	-100	-100	0	-100
Dirk	0	-100	0	-100
Falchion	0	0	-50	-50
Flail	-100	0	-100	-25
Foil	-50	-50	0	-75
Gauntlet	-200	0	-100	0
Halbard	0	0	0	-25
Handaxe	0	0	-50	-50
Harpoon	-25	-50	0	-50
Javelin	-25	-50	0	-50
Jo	-100	0	-75	-50
Katana	0	-25	0	-50
Lance	-50	0	0	0
Lasso	-200	-100	-200	0
Long bow	-50	-50	0	-100
Long sword	0	-25	0	-50
Mace	-150	0	-75	-50
Main gauche	0	-50	0	-75
Morning star	-75	0	-100	0
Net (fishing)	-200	-100	-200	0
Net (gladiator)	-100	-75	-150	0
No-dachi	0	0	-25	-25
Nunchaku	-100	0	-75	-50
Pick	-100	0	0	-25
Pilum	-50	-25	0	0
Quarterstaff	-100	0	-75	-25
Rapier	0	-50	0	-50
Sabre	0	-25	-25	-50
Sai	-50	-50	0	-50
Scimitar	0	-25	-25	-50
Short bow	-50	-50	0	-100
Short sword	0	-25	0	-75
Shuriken	-25	-100	0	-100
Sling	-100	0	-50	-100
Spear	-25	-25	0	-25
Tomahawk	0	0	-50	-50
Tonfa	-100	0	-75	0
Trident	-50	-25	0	0
Two-hand sword	0	0	-25	-25
War hammer	-150	0	-75	-25
War mattock	-100	0	0	-25
Whip	-200	0	-200	0

Joseph B. Daugherty

RITUAL RESEARCH

Rituals are one of the most powerful tools in a mage's arsenal—simply because of their versatility. However, this very versatility make many GMs reluctant to allow the characters access to rituals, or apply overly stringent limitations on rituals so as to make them virtually useless.

Under this new rule, mages are required to research a particular ritual before they can safely perform it. If a mage attempts a ritual which he has not researched, he is at -100 to his ritual roll, in addition to any other modifiers that would apply. Thus, it would be possible for a skilled ritualist to improvise a simple ritual, but anything more complex would be very risky.

Rituals are researched using the spell research rules presented in *Rolemaster Companion V*, with the following modifications:

	Difficulty	Time Mod
10 levels below you	Routine (+50)	.2
Class I spell:	Routine	.25
Class II spell:	Routine	.3
Class III spell:	Routine	.5
Higher level than you:	Easy	.25
10 levels higher than you:	Easy	.3
20 levels higher than you:	Easy	.5

In this fashion, a simple ritual could be researched in a few hours, while a powerful one (one several levels beyond your own) would require several days or weeks.

David Mullin

CLASS BONUS SYSTEM

In past issues of *Grey Worlds*, there has been a good deal of discussion about the usefulness of Level Bonuses in ***Rolemaster***. I am one of those who feels that they greatly reduce playability at higher levels, but removing them entirely is not the answer. With regard to skill costs, there just isn't enough of a difference between many of the professions. This is especially true with professions introduced after *RMCII*.

What I suggest is a Class Bonus system. This bonus is awarded at first level, but never again. To determine this bonus, simply multiply the existing Level Bonus of a profession at first level by 5. This will give you a result of +5, +10, or +15. The bonuses are applied to all appropriate skills, just as in the Level Bonus system, but it is given at first level only. This allows for some distinction between the professions, without ruining the game at higher levels.

One possible problem with this system is the effect it has on Base Spells. There are three possible solutions, however. One is to simply let the caster keep his Level Bonus as it was. Another is to give a caster only the Class Bonus (i.e., +5 to +15), but this will greatly reduce a caster's effectiveness at higher levels. A third solution, the one which I prefer, is to give the caster the Class Bonus as above, plus any stat bonuses for the realm(s) from which the caster performs. Thus a Hybrid of Channeling and Mentalism would get to add the average bonus of his Intuition and Presence bonuses. This allows for the caster to maintain some of his expertise, without making it an automatic maximum at higher levels or creating tremendous amounts of failures at low levels. After all, a caster still gets to add his level to the Resistance Roll table itself. Why should the caster get his level twice, but the defender get his only once?

Another possible problem is with dual professions. Those of you who allow this have two alternatives. The first is to allow a total bonus of +50. Have the player divide up the bonus in increments of +5, with no more then +15 in any one area. The second choice, especially when a second profession is chosen at a higher level, is to allow Class Bonuses for only one profession. Allowing for more than that would greatly unbalance your game.

Scott Stansfield

OPTIONAL DP SYSTEM

In *Grey Worlds* #5, an optional development point system was introduced, but it was not very practical. It gave a character twice the amount of DPs as the original system, yet greatly limited that character on where those points could be spent. The only part of it that I liked was the idea of using all ten of a character's stats to determine DPs. Ever since I began playing ***Rolemaster***, I have felt that using only five stats was unfair to certain races and professions. How should Self Discipline be a determining factor in an elf's DPs, but not Presence?

Shortly after I first started playing ***Rolemaster***, I developed a system that would allow for all ten stats to determine DPs, but it would not greatly increase the amount to be spent. Simply total all ten of the actual Temporary stats and divide the result by 20, giving you the amount of DPs to be spent that level (e.g., a Fighter with the following Temps: Co-90; Ag-94; SD-62; Me-48; Re-67; St-98; Qu-96; Pr-71; In-78; Em-39, would have a total of 743. Divide 743 by 20 and you have a result of 37.15 (i.e., 37) DPs. That same character with the following Potentials: Co-90; Ag-94; SD-62; Me-64; Re-80; St-98; Qu-96; Pr-91; In-78; Em-69, could have a total of 822. Divide 822 by 20 and you have a result of a possible of 41.1 (i.e., 41) DPs. In *Rolemaster's* original system, this character would gain nothing for the 30 point jump in Empathy, but in this system the character is effectively rewarded with 1.5 additional DPs.). By readjusting the total with the changing of the character's Temps, DPs progress as the character does. If you are confronted with a fraction of .5 or more, you can choose to round up or down, depending if you want more or less DPs to be given.

Scott Stansfield

HOW TO DROWN EFFICIENTLY

DAMAGE THRESHOLD

Characters without at least one rank in the general skill swimming will begin drowning upon entering water over their head. A drowning character has his (CO/10) in rounds before he begins suffering damage.

Example 1: *Barkley, a true landlubber, never took the time to learn to swim. While filling his canteen in a river, his horse unexpectedly nudged him into the deep, cold water. Barkley has a CO of 96 allowing him (96/10) ≈ 10 rounds before he begins suffering serious damage. Luckily his horse, Weedchewer, realizes that Barkley still has the oat bag tied to his belt and decides to pull him out of the water 6 rounds later. Barkley falls to the bank quite exhausted and scared. He decides to take some swimming lessons and send his horse to obedience school.*

EXHAUSTION MODIFIERS

Exhaustion Modifiers Chart

Factor	Modifications to Exhaustion Points Expended
Temp. above 100°F	2x
Temp. above 120°F	4x
Temp. above 130°F	8x
Temp. below 20°F	2x
Temp. below -10°F	3x
Temp. below -30°F	5x
Temp. below -50°F	8x
Weak Current	2x
Strong Current	3x
Rapids	5x
quicksand/Bog	3x
Damage above 25%	2x
Damage above 50%	4x
More than 10 hours w/o sleep	2x
More than 15 hours w/o sleep	3x
Increase Mod. by 1x for each additional 5 hrs w/o sleep	

Pace Chart

Pace	Pace Multiplier	Man. Diff.	Point Cost/Rnd
Floating	1.5x	routine	1/6 rnds
*Sporadic Swim (Legs)	2x	easy	1/2 rnds
Sporadic Swim (Legs/Arms)	3x	light	5/rnd
†Sustained Swim (Legs)	4x	medium	25/rnd
Sustained Swim (Legs/Arms)	5x	hard	40/rnd
Drowning	6x	very hard	50/rnd
Combat	+1x	+ 1 level	+10/rnd
Underwater	+1x	+ 1 level	+10/rnd
Able to Breathe Normally	-.5x	—	-15/rnd

* Sporadic swimming consists of at least 75% of the round spent swimming and 25% of the round floating.
†Sustained Swimming consists of 100% of the round spent actually swimming.

Example 2: *Barkley finishes filling his canteen and starts to mount his horse when a giant rattlesnake strikes. The horse starts and kicks Barkley back into the river. The exhaustion point cost for drowning is 50/rnd. There is a very strong current that results in a 3x exhaustion point cost modification, and the water is -10°F yielding an additional 3x modification. This will change Barkley's base expenditure from 40/rnd for a total exhaustion expenditure of (40/rnd x 3 x 3) = 360 exhaustion points per round! Barkley has a constitution of 96 (96 exhaustion points. ChL&CL, 7.2.3). In less then one round (10 seconds), Barkley will have completely exhausted himself.*

Meanwhile, Weedchewer manages to get away from the hungry snake. The snake turns his attention towards Barkley and slides into the river but finds the water just a little too cold and quickly turns to slither out. Barkley grabs the snakes tail (a very hard maneuver because he is drowning) and allows himself to be pulled out. The snake, numb from the cold water, doesn't feel the hitchhiker and Barkley is saved!

Pace Limitations Chart

Penalty	Prohibited Pace
Armor Qu Penalties -10 to -15	Sustained Swim (legs/arms)
Armor Qu Penalties -16 to -45	Sustained Swim (legs)(legs/arms)
Armor Qu Penalties -46 plus	Sustained (legs)(legs/arms), Sporadic (legs/arms)
Up to 2x Wt. Allowance	None
From 2x up to 4x Wt. Allowance	Sustained Swim (legs/arms)
From 4x up to 6x Wt. Allowance	Sustained Swim (legs)(legs/arms)
6x Wt. Allowance and up	Sustained (legs)(legs/arms), Sporadic (legs/arms)

Encumbrance Chart		
#of Weight Allowance Units in Load		*Encumbrance Penalty
More Than	Less Than or Equal to	
0x	1x	0
1x	2x	-10
2x	3x	-20
3x	4x	-25
4x	5x	-30
5x	6x	-35
6x	7x	-40
7x	8x	-50
8x	9x	-60
9x	10x	-70
10x	11x	-80
11x	12x	-90
12x	13x	-100
13x	14x	-110
14x & up	-120	

*For purposes of swimming, all weight whether carried or worn, becomes "dead weight" when it is submerged. and effects a character's base movement rate while swimming.

Barkley had a tough enough time with deep, cold water without having to deal with encumbering armor. But if he had been wearing armor, he would surely have made his grave at the bottom of the river.

Armor Maneuver Penalty Chart			
Armor	Man. Column	Min. Mod	Max. Mod
Plate	Absurd	-90	-510
Chain	Extremely Hard	-55	-300
Rigid Leather	Very Hard	-35	-240
Soft Leather	Hard	-20	-80
Heavy Clothes	Medium	-0	-25

Example 3: *Barkley weighs in at 185lbs. and possesses a strength modifier of +20 (not too shabby). Barkley's weight allowance is 10% of his normal body weight or 18lbs. (ChL&CaL (7.2.2)). His full plate armor weighs in at 85 lbs, so his load is (85/18) ≈ 5x his weight allowance. Barkley is drowning (50/rnd), underwater (+10/rnd), water temperature -10°F (x3), his armor, now dead weight, makes his maneuver Absurd and modifies it by -90 (good thing he is trained in it), a non-swimmer (no skill) -25. His total dilemma is (50/rnd + 10 rnd x 3) = 150 exhaustion points per round and a maneuver penalty of -120 on the absurd column of the moving maneuver chart. If he somehow manages to stay afloat in the first round, his maneuver penalty for the next round will be increased by -100 due to complete exhaustion! However, Barkley is a very stout man and will not suffer any permanent damage provided he is rescued and properly resuscitated within 10 rounds.*

TRAINED SWIMMERS

Trained swimmers have a slightly better chance against such potentially deadly circumstances. With one rank of swimming a character can remain afloat and not drown provided there are no exceptional modifiers such as armor or current. But if the conditions are less than perfect, a character with only one rank will quickly wish that he had invested more time in swim class.

Example 4: *Years later, Barkley is a lieutenant in the local barons army. He has 20 ranks in swimming and regularly wins the local competitions wearing nothing but his rattlesnake speedos. But again, as (Barkley's) luck goes, he finds himself in full, plate armor in the very same river he visited years earlier.*

The armor Barkley is wearing is now considered "dead weight" since Barkley can no longer "carry" it. Barkley weighs 185 lbs so his weight allowance is 18 lbs. His full plate armor weighs in at 85 lbs, so his load is (85/18) ≈ 5x his weight allowance. Barkley can't maintain a Sustained Swim (legs)/(legs/arms) because his weight allowance has been exceeded by 5x. So the best he can do to stay afloat is a Sporadic Swim (Legs/Arms) expending 5 exhaustion points per round. The water is still cold (x3)and the current just as strong (x3), so Barkley is actually expending (5/rnd x 3 x 3) 45 exhaustion points every round. Barkley has 96 exhaustion points. He will only be able to continue in this fashion for two rounds before completely exhausting himself. He decides not to try to fight the current with his armor on, so he is now expending only (5/rnd x 3) = 15 exhaustion points per round. No additional exhaustion modifiers apply.

Barkley's total swimming bonus is 80 (70 for ten ranks of development, and 10 for AG). Barkley's penalty for swimming while in plate is -90! Barkley can now attempt to swim with his armor on. He will roll on the Absurd column of the MM table 15.3.1. His bonus is 80 for swimming. his modifiers are -135 for a total modification to his roll of -55. Barkley initially rolls a 97; then an 82 for a total roll of 179. Subtracting 55 yields a net result of 124. This number is indexed on the MM table for a result of 30. Barkley must now roll 30 or less to keep from going under this round. Good Luck Barkley!

Note that if Barkley fails this maneuver, an additional exhaustion modifier of 6x will be applied because he will be drowning. He would be expending 90 exhaustion points each round. Barkley would be hard pressed to find the strength to make it to the surface and would silently sink to the bottom of the river.

SWIMMING SKILL OPTIONS

Option 1: A character could develop swimming specifically for use with a particular type of armor. This bonus would be used to negate the effects of dead weight.

Option 2: The swimming bonus is interpreted as a percentage of the character's land base movement rate while in water.

Option 3: The swimming bonus can be used as a percentage of the character's OB with a specific weapon or group that he can utilize in underwater combat.

DROWNING CRITICAL TABLE

This table can be used for swimming accidents, intentional drowning, or exceptional elemental attacks. It is a good secondary critical source for Water bolt attacks, Steam bolt attacks, Damage a ship crew may suffer during a storm at sea, Damage coastal residents might suffer from a hurricane, or even in the stomach of a large creature such as a whale, snake, or dinosaur.

The table is general in that it only refers to liquids and not specifically water. A GM can drown his PCs in almost anything from lava to acid. Regardless the medium, this table can be used to reflect the primary, secondary, or tertiary damage such an encounter might deliver.

A, B & C Criticals are general purpose criticals used for intentional drowning and swimming mishaps.

D & E criticals should only be used in circumstances where pressure is a factor.

Lem Richards

Drowning Critical Strike Table	
-19 – -05	Insignificant splash. +0 hits.
06 – 20	A lot of liquid, little effect. +3 hits.
21 – 35	Minor choking. +8 hits.
36 – 50	Blinded by liquid. +13 hits. -5% for 1 rnd.
51 – 65	Completely soaked. Liquid fills eyes. Some choking. +15 hits. -15% for three rnds.
66 – 79	Epiglottal failure results in the 'Big Gulp'. +17 hits. -20 for 5 rounds due to gasping.
80	You can no longer deny your body's fundamental right to breathe. A painful cramp forces you to violently inhale. You drown instantly.
81 – 86	Liquid inhalation results in +20 hits.
87 – 89	You curse into the liquid that surrounds you on all sides. The curse is then forced back into your lungs for +25 hits.
90	Liquid fills your lungs to alarming capacity causing them to rupture and collapse. You die instantly as your chest cavity is filled with the intrusive liquid.
91 – 96	Asphyxiation...your worst nightmare. +30 hits. - 30 to all maneuvers.
97 – 99	Unable to hold your breath any longer you take an spasmodic breath biting your tongue in the process. +35 hits. -35 to maneuvers.
100	You spasm, not once, not twice, but three times before your body is filled with liquid. Unfortunately, your lungs, deprived much too long, take in more than they were designed to do and softly explode; delivering a warm, ripping sensation that you will never be able to describe... at least to the living.
101 – 106	You lose consciousness but are rudely awakened as liquid fills your nose and throat. +40 hits.
107 – 109	A combination of pressure and asphyxiation result in temporary systems shutdown (1 round). +45 hits. -40% for two days.
110	Extreme pressure combined with asphyxiation result in a colorful hallucination before death.
111 – 116	Your eyes collapse from the imposing pressure of such depths. +50 hits. -90 to all maneuvers requiring sight (blind).
117 – 119	Eardrums explode from the extreme pressure of the murky depths. Warm blood squirts through your hair. +60 hits.
120	The tremendous pressure of the liquid around you suddenly crushes you in a complicated series of internal snaps and tears. You become fish food.

Modifications:

'A' Critical: -20
'B' Critical: -10
'C' Critical: +0
'D' Critical: +10
'E' Critical: +20

ETHERAL VISIONS II:
TIDES OF FORTUNE

The babble of the crowded hall fades along with the light, as the familiar single window is covered by a deep red curtain. It nears the end of the semester and the students are restless, thus quiet murmurs continue even as the master approaches the lectern. Telengard, master of Arcane and stranger magicks, has brought no notes, for his rigorous series of formal lessons have been completed, and in these final sessions, he seeks to impart more obscure and perhaps more vital knowledges to his charges.

A quiet cough silences the murmurs with decided haste and he begins.

"I have instructed you throughout the long semester on the nature of the realm within which this world is placed. We have discussed the realm of the Etheral, the realm of Spirits, and the elemental realms of the Maelstrom. Today, I will cover more mundane yet perhaps more important matters.

The first considers the nature of one's Fate or Wyrd. Recently other researchers have developed ways of determining and analyzing the future of a person (Wyrd Mastery, Spell Users Companion). I asked those same people, how does this concept, be it fate, wyrd, karma, luck or grace, affect one's day-to-day life. This is what they told me ..."

› GRACE ›

Grace, Luck or Karma is a system by which characters earn Grace points which can be spent by the player to assist in his endeavours or ward against misfortune.

Each starting character begins with 1d100 Grace points (this is *not* an open-ended roll). At any time during a game session, a player may announce he is spending luck to increase a skill or attack roll.

The roll can be modified as follows:

- 1 point of Grace can raise a skill or attack roll by 1;
- 2 points of Grace can be used to reduce an attack against the character by one point;
- 5 points of Grace can raise or lower a critical hit delivered by the character by 1 point;
- 10 points of Grace can raise or lower a critical hit received by the character by 1 point;
- 10 points of Grace can add one to a ritual magic roll.

The Gamemaster awards additional Grace, much like experience, at the end of each adventure. One to five points of Grace per game session, based upon the relative level of risk, daring and perhaps ingenuity of the players, is suggested. Players must be careful in spending Grace for once one reaches 0 Grace, they may not gain any again. One Grace point remaining is needed to gain more Grace.

If at any one time a character is in very dire straits (for example he has just received a "death critical") he may elect to "burn his luck." The player immediately spends all the character's luck, and he is temporarily able to "break the walls" of the game (such as be saved from the "death critical" and end up in a coma).

Since the character has "burned his luck," he is at 0 Grace and may not gain Grace again, except through extraordinary circumstances (such as possession of an artifact or completing a quest).

The player may also ask the Gamemaster for "something lucky" to happen. The Gamemaster asks for a relative level of effect (Small, Medium or Great) and randomly spends the player's Grace for that effect (for example, 1d10 Grace for a Small effect, 1d20 for Medium and 1d50 for Large).

The amount of Grace a character possesses is not a perceivable sum, except by the Dieties of the game world (or such skills as Sense Reality Warp or Perceive Power). Certain items may temporarily add to or subtract from a character's Grace (especially Blessed or Cursed items).

Note that Grace and the 'Lucky' Background Option (see *RMCI*, sec. 4.5 or *RMCIV*, sec. 6.1) do not interact, except that both can be used to modify a die roll in the player's favor.

The Gamemaster should determine the effect upon starting Grace for Characters with the 'Blessed' Background Option (see *RMCI*, 4.5).

Option 1: If Grace is indeed from the dieties, then those with a high Intuition statistic should have a higher Grace (they are closer to the gods). Multiply a character's starting Grace by 1 plus his Intuition stat bonus. This option is suggested only for a campaign with great deal of other worldly or divine influence.

Example: *Svarte is a Druid with a +30 In bonus and is Blessed by Nature. Svarte's player rolls 70 for his Grace roll and modifies that by his In bonus (70 x (1 + .30) = 91 points of Grace to start with).*

Option 2: It may be possible to transfer or steal Grace from other characters and NPCs via the Channeling skill, rituals or artifacts. An evil Cleric might gain Grace from his followers to use to his own ends.

Chris Michalski

"If you were to fall into the Bad Graces of the dieties," Telengard changes subjects with a sweep of his hand, "you might be forced into a life and death situation where martial skills were your only resort. I assume that some of you have some martial skills, learned by some from your hobbies outside of the University and from others to complement your magical learnings, and are accustomed to fighting similar opponents. However, be assured that the controlled environs of sparring with a partner is unlike the real world. "One will realize that a riposte or parry may delay your partners attack for a moment but will be a paltry insignificance to the swing of a mountain giant's club or the power dive of a fell beast. Let us diverge into the physics of such a situation ..."

PARRYING VERSUS LARGE FOES/WEAPONS

Arms Law assumes that one's Offensive Bonus used to parry is equally effective versus all forms of melee attacks, except where noted for missile fire. The feel of this rule tends to break down when one's foe wields a rather large weapon (such as a Battle Axe) or is of great stature (such as a Giant or Dragon). What is proposed is that the value of Offensive Bonus placed towards parrying is modified according to the following table. This is an adjunct to *Arms Law* table 8.2.5.

Defender and Weapon	Attacker and/or Weapon	OB Mod
Normal Size with One–handed Arms	Normal Size with One–hand Arms	1x
	Normal Size with Two-handed or Large Weaponry	1/2x
	Large Size with One-handed or Natural Weaponry	1/2x
	Large Size with Two-handed or Large Weaponry	1/4x
Normal Size with Two–handed Large Weaponry	Normal Size with One-handed Arms	1x
	Normal Size with Two–handed or Large Weaponry	1x
	Large Size with One–handed or Natural Weaponry	1x
	Large Size with Two-handed or Large Weaponry	1/2x
Large Size with Two–handed or Large Weaponry	All Cases	1x

Large and two-handed weapons are defined in *Arms Law*. Large might include tables, flying disks, and the like. Two handed weapons include the usual assortment of two-handed Swords, Battle Axes, Quarterstaves, and the like.

A large creature is usually considered to be roughly twice the size of the defender, such as a Giant or War Troll using a sword or a Dragon using its natural weapons (claw or bite).

A large creature with a two-handed or large weapon would be, for example, a Giant with a Battle Axe, a Troll with a Boulder, a Dragon's horns or tail bash, a falling house.

Example: *Jean Paul deGaule is fighting Lareth the Dark Cleric, a normal sized foe and Fluffy the War Troll, a large foe. Jean has a 120 OB with a rapier with which he is parrying, which he splits evenly between his two foes. Since Lareth is normal-sized and using a mace, Jean Paul's DB is 60. Since Fluffy is Large and using a sword, Jean Paul's DB is 60 x 1/2 or 30. Should Lareth decide to use a two handed sword, Jean Paul's DB would be 30 as well. Should Fluffy decide to use his favorite Battle Axe, Jean Paul's parry DB would be 60 x 1/4, or 15!*

Option 1: A Gamemaster may wish to define certain creatures as 'Super-Large', say perhaps 4 times or more the defender's size and half again the Offensive Bonus modifiers present above.

Andrew C. Durston, Chris Michalski, Michael Mullin

"It may surprise you to learn that I have some skill in magic-less combat as well," Telengard continues. "I have found that the most effective strike is one from behind or at a static target." There is a momentary uproar which he calms with a glower. "However, even given these advantages, one can still botch such a strike by failing to hit a vital area. May I relate a combat technique that has served well in a number of situations in the past ..."

AIMING

Arms Law and the ***Rolemaster*** critical hit system does not allow for attacks to a specific body location. A crafty Gamemaster may move the location of a critical (but apply the same damage) based on the combat situation (such as when cover is involved). The Ambush skill, in a surprise situation, allows a critical to be modified according to the number of ranks of skill. "Aiming" allows for criticals to be improved during a normal combat situation.

A character can trade ranks of skill in a weapon, thereby lowering his/her Offensive Bonus, for points of "effective Ambush." For each skill rank used, the character loses 5 from his OB. If character possesses more than 10 ranks of skill in a weapon, he may use the "2% ranks" as well but *not* before all "5% ranks" have been used. Similarly "1% ranks" may not be used before all "2% ranks" have been used.

During a combat turn in which he is Aiming, the character may not move or perform Moving Maneuvers (other than the "Aimed" attack) during the combat round, or perform any activity which gives a minus to action (such as preparing Adrenal Moves, drawing a weapon, reloading a weapon). Aiming as a combat action is not affected by penalties to action due to wounds.

The points of "effective Ambush" may be used to modify any critical result gained during that round as per Ambush. Aiming may be combined with Ambush in a surprise situation.

Option 1: A character may only make one attack during a round in which he "Aims." A second weapon can only be used to parry incoming blows.

Option 2: This combat option is allowed only to characters with a certain minimum number of skill ranks (for example, 10) in a weapons form, representing an expert (or sharpshooter) in the use of that weapon.

Option 3: Two ranks of weapon skill must be used to gain one point of "effective Ambush."

Option 4: Some weapons may be more or less effective for Aiming and thus may modify the number of ranks needed to receive points of "effective Ambush." Also, some creatures (such as Amorphous beings) may not be affected by Aiming.

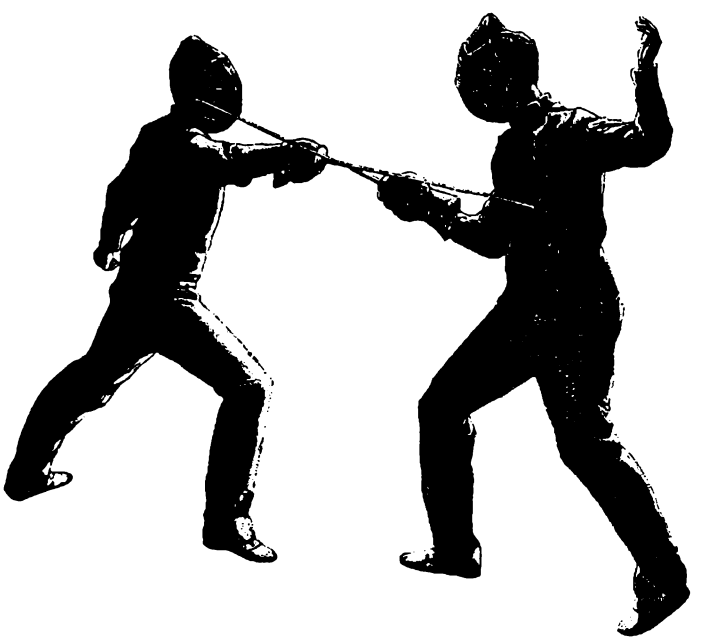
Option 5: Aiming may be used with Directed Spells as well.

Option 6: The character may move up to half his base rate during the round in which he takes an Aimed shot.

Option 7: If a character receives a critical hit while Aiming, his Aim may be disrupted. He must roll a resistance roll, his level as the Target level versus 5 times the critical severity (where 'A'=1 and 'E'=5) as the Attack level, adding his SD bonus or lose his Aim (and the associated transferred OB).

Example: *Sofaltis has 15 ranks in Broadsword, and thus a +60 skill rank OB. She puts 5 ranks into Aiming, leaving her with a +35 OB and 5 points of "effective Ambush." She hits her target, achieves a critical and rolls a 63 for the critical result. Sofaltis can modify this to be any result from 58 to 68 (63 +/ -5) so she naturally chooses a 66. If Sofaltis used 10 ranks of Broadsword for Aiming, her OB would be +10 but would have 10 points of "effective Ambush." Similarly if she used all 15 ranks for Aim, her OB would only consist of statistic, level, item and positional OB bonuses.*

Andrew C. Durston, Chris Michalski, Michael Mullin



"Since this lecture has taken a rather martial tone," Telengard muses a moment, "then let me relate a tale from the days when I wandered the lands of this world. I had never taken to wearing armor as it completely severed my sense of the flow of the Essence and made casting spells a hazard at best. However, to satisfy a good friend of my acquaintance, I tried to wear a simple chainmail shirt for several days. Ah, the exquisite misery I endured for him. I found I could do very little in the way of physical activity due to the weight, construction and unfamiliarity with the mail. Climbing, riding and even walking became a chore. Let us examine why this is so ..."

AGILITY MODIFIED BY MIA

According to *Character Law* (Sec. 3.4), if a character's Maneuvering in Armor skill bonus is less than zero, the value is applied as a penalty to an maneuvers performed by that character. This rules variant redefines the Maneuvering In Armor (MIA) skill, composed of the skill rank bonus plus statistic bonus plus combat skills level bonus minus maximum armor MM penalty, as varying from the Maximum Maneuver modifier (as a negative number) to the character's Agility bonus (as a positive number).

If the character's MIA skill bonus is less than his Agility bonus, then the lesser total is substituted for one's Agility bonus when figuring skill bonuses for the following skills:

Character Law Base Skills		
Climbing	Swimming	Riding
Disarm Traps	Stalk & Hide	Directed Spells

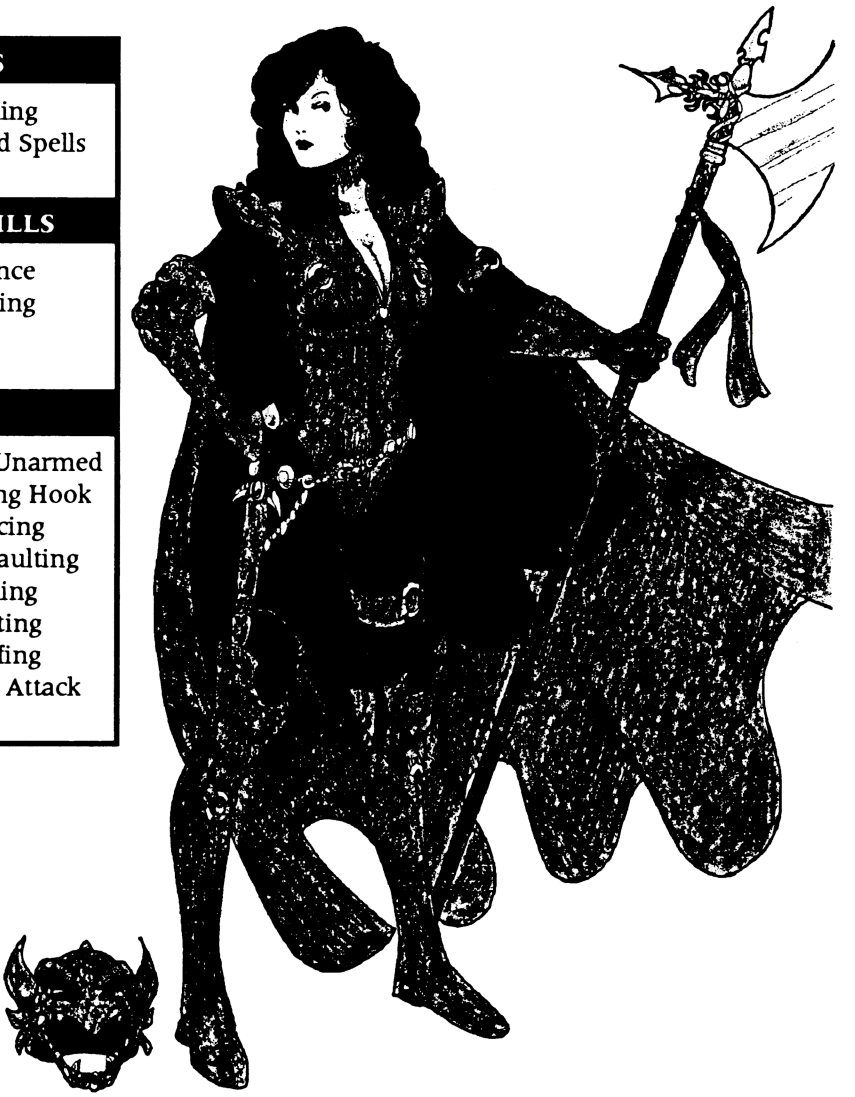
Character Law Secondary Skills		
Acrobatics	Contortions	Dance
Diving	Rope Mastery	Skiing
Subduing	Tumbling	

RMCII Secondary Skills		
Athletic Games	Disarm, Armed	Disarm, Unarmed
Driving	Flying/Gliding	Grappling Hook
Iajitsu	Juggling	Lancing
Pick Pockets	Play Instrument	Pole-Vaulting
Rappelling	Reverse Stroke	Sailing
Set Traps	Silent Kill	Skating
Skinning	Stilt-Walking	Surfing
Targeting	Tightrope Walking	Tumb., Attack
Tumb., Evasion	Yado	

Example: *Jugger is a 5th level fighter with a St bonus of +25 and Ag bonus of +15. He plans on wearing a chain mail shirt, AT/13 (Minimum modifier -15, maximum modifier -90). If he has ten ranks in MIA/Chain Armor, his MIA bonus is 50 + 20 (St/Ag bonus) + 15 (level bonus) - 90 = -5. Jugger has 5 ranks in climbing, his bonus in no armor would be 25 + 15 (Ag) = 40. His climbing skill bonus while wearing armor is 25 - 5 (MIA instead of Ag) = 20.*

If Jugger were to gain 5 more ranks in MIA/Chain Armors, then his MIA bonus would be 75 + 20 + 15 - 90 = +20. Since this is greater than his Ag bonus of +15, his Ag bonus is used for all skills as per normal (one can not be more agile in armor than out of armor).

Michael Mullin



"Ha, ha, ha! Very good, Micawber," Telengard chuckles. "Now if someone would help the young conjurer out of the Plate Cuirass, we can continue this lecture. Most of life is a competitive effort and in a lot of cases, especially in dangerous situations, the skill of one person is pitted against that of another. The result can mean life or death. Let us think a moment of such situations and how they are resolved..."

RANK VERSUS RANK RESISTANCE ROLLS

There may be instances where competitive skill rolls have been made which both indicate success but are mutually incompatible. For example, a target makes a successful Hide roll but his pursuit makes a successful Tracking or Perception roll to spot him. To determine a final outcome, use a contest of skills based upon the expertise (number of skill ranks) of the persons involved. This is done using the *Spell Law* Resistance Roll table (15.5) where the Attack level is the number of skill ranks of one contestant's skill (for example the pursuit as described previously) and the Target level is the number of skill ranks of the other contestant's skill (the target in the prior text). The second contestant must roll equal to or higher than the roll indicated on the Resistance Roll table to win the contest of skills.

This method may be used to resolve the following example skill contests:

- Stalking vs Perception (attempting to surprise an opponent);
- Perception vs Hiding/Camoflague (attempting to escape pursuit);
- Tracking vs Tracking (attempting to conceal tracks);
- Duping vs Perception/Lie Perception (attempting to fool someone).

Example: *Chipana Nutchaser, the Were-Squirrel Burglar, is attempting to elude the House Dragon armed guards. He has 8 ranks in Hiding and makes a successful Hide roll. His pursuers have 4 ranks in Perception and one makes a successful Perception roll. The Attack level is 4, the Target level is 8 and Chipana must roll equal or higher than a 36 to escape into the night without being seen by the guard. He rolls a 20 and despite being concealed from view, an acorn hits a guard on the head, giving away poor Chip's position.*

Andrew C. Durston

"Similarly," Telengard moves onward, "the sum total of one's learning is important in other situations as well. The extent of one's knowledge is an important factor for all items within the scope of one's Lore are not all equally fathomable. An example or two for those who do not understand my gist..."

LORE SKILLS & RECOGNIZING HERBS & POISONS

The Herbs and Poisons presented in *Campaign Law* (Sec. 7.3.6) and *Rolemaster Companion I* (Sec. 5.6) have a certain "difficulty in finding" rating associated with each entry. This suggests that these herbs/poisons are rare or unique and thus presumably obscure. Borrowing from *Rolemaster Companion II's* Lore Table (Sec. 11.4), we can apply this to the Herb and Poison Lore skills. A character can recognize and use (with a routine and successful skill roll) a herb/poison with a "difficulty of finding" rating equal to or less than his number of skill ranks in the appropriate Lore skill.

Example: *Zariya has 6 ranks in Herb Lore. He has no problem recognizing and using such herbs as Akbutege (difficulty 2) or Argsbargies (difficulty 5) but probably has never seen much less used an herb such as Winclamit (difficulty 7)*

Option: If an herb/poison has a difficulty higher than the characters ranks in Herb/Poison Lore, the difference multiplied by 10 can be applied as a penalty to a Herb Lore or Use/Remove Poison skill roll. In the previous example, Zariya would have a -10 to his roll to attempt to use Winclamit correctly.

Andrew C. Durston, Chris Michalski

"I have traveled to many planes during my various researches and have found that life is nearly infinite in its forms and variety. Members of even the same race may be vastly different at birth and while growing.
The many secrets of the gods are revealed as one grows to adulthood. Let me present some more varieties of unique ability that I have encountered, whether by chance or design, during my time..."

ADDITIONAL SELECTABLE BACKGROUND OPTIONS

What follows are some additional point costs for new advantages and disadvantages for *RMCIV's* Selectable Background Options (Sec. 6.1).

Statistic Bonuses [Note that these replace Racial Statistic Modifiers]
+10 stat bonus: 75 points
+5 stat bonus: 50 points
+0 stat bonus: 25 points

Other Bonuses:
+10 to initiative: 50 points
+25 to Will (*RMCI*) 100 points
+15 to RRs versus one specific realm of magic: 100 points
+15 to an RR versus two realms: 150 points
+15 to RRs versus all realms: 200 points

Spirit Vision: 100 points
A variant of Etheral Vision, allows the character to see Spirits and the Spirit Plane

Rearrange Level Bonuses: 100 points
Allows a player to reassign a character's Level Bonuses, see *Character Law* (Sec. 15.7.2) or *RMCII* (Sec. 11.6). A player may not place more than +3 in any one category, if using *Character Law* the player has 7 points to allocate over 8 categories. If using *RMCII*, the player has 10 points to allocate over 16 categories.

Column Shifts
Unused to Potential: 100 points
Unused to Temporary: 200 points
During character generation a player may, if using the 3 columns of 10 numbers PC generation approach (*Character Law*, Sec. 14.1.1), may transfer a number from his discard column into either his Temporary or Potential column. The number may be transferred horizontally or as the player wishes.

Martial Arts as Warrior Monk/Monk: varies
(As an option for this selection, one may give Pure Spell Users the skill costs of a Monk, but give Semi- and Non Spell Users the skill costs of a Warrior Monk.)
The *RMCI* Skill at Arms background option (costing 100 points) is composed of three parts: Martial Arts, Adrenal Defense and Adrenal Moves. A player may select the reduced costs in two of the three categories for 75 points, or in one of the categories for 50 points.
A player may purchase the option a second time (spending 200 points) and reduce skill costs to that of a Warrior Monk. He may purchase it a third time (300 points!) for the costs of a High Warrior Monk. Buying a subset of the skills is multiplied similarly (to buy Adrenal Defense, only, at the cost of a High Warrior Monk, costs 150 points)

Ambidextrous: 100 points
Character does not receive a penalty for using weapons in his off-hand.

Open Window (Disadvantage): -50
A 5 percent chance per week that the character is possessed by a random Spirit from the Realm of Spirits.

Andrew Durston

"Returning to a subject closer to our realms of study," Telengard's brow furrows in thought, "perhaps a brief divergence into the realm of rituals is in order.
"I have discovered that after much experience with several different forms of enchantment, that some of these forms are similar. Thus it might be possible to attempt some forms of ritual with only knowledge of a related form and have limited success. Dangerous but perhaps vital if the proper ritual form has not been studied..."

· MAGIC RITUAL OPTIONS ·

SIMILAR RITUAL SKILLS

A user of ritual magics tends to focus upon only one or two classifications of ritual magics when purchasing the Magic Ritual skill. Yet all rituals are similar on a basic level. Following the format of *Rolemaster Companion II*'s Similar Skills Tables (Sec. 11.3) the following table present some suggested similarities between ritual classes.

	Attempted Ritual Class								
	ALC	**ALT**	**AUX**	**CL**	**D/N**	**ELE**	**IFU**	**INF**	**S/P**
ALC	—	2→1	2→1	8→1	4→1	4→1	8→1	8→1	4→1
ALT	2→1	—	4→1	8→1	4→1	4→1	8→1	4→1	4→1
AUX	2→1	4→1	—	8→1	8→1	4→1	8→1	8→1	8→1
CL	4→1	8→1	8→1	—	2→1	4→1	2→1	4→1	4→1
D/N	4→1	4→1	8→1	2→1	—	4→1	4→1	4→1	4→1
ELE	2→1	4→1	4→1	4→1	4→1	—	8→1	8→1	4→1
IFU	8→1	8→1	8→1	4→1	8→1	8→1	—	2→1	4→1
INF	8→1	4→1	4→1	4→1	4→1	8→1	2→1	—	4→1
S/P	4→1	4→1	8→1	4→1	2→1	4→1	4→1	4→1	—

ALC—alchemical; ALT—alteration; AUX—auxiliary; CL—clerical; D/N—druidical/natural; ELE—elemental; IFU—influence; INF—informational; S/P—summoning/possession

Example: *Steven McCauley has 6 ranks in Magic Ritual: Alchemical. He has tired of a project and wants to do an Alteration ritual to destroy the remains. 2 ranks of Alchemical ritual are similar to 1 of Alteration (2→1) so therefore he has effectively 6/2 or 3 ranks in Magic Ritual: Alteration.*

Option 1: If the Magic Ritual caster possesses a ritual focus (adding his Base Spell bonus to the ritual skill roll) he may use it, at reduced effectiveness, for a similar ritual according to the prior table.

Example: *Steven has a BAR roll of 40, base on a superior EM stat bonus and his level bonus. His Alchemical ritual focus, a set of earthenware mixing plates and jars, allows him to add 40 to those rituals. He would be able to add 40/2 or 20 to his attempted Alteration ritual.*

SPEEDING MAGIC RITUALS

Rolemaster Companion III's Magic Ritual rules (Sec. 4.3) specify a base time required for a ritual as the ritual effect level minus the caster's level. Exceeding that base time adds bonuses to the ritual skill roll. Similarly, reducing the base time required introduces risk into the ritual. For each halving of the base time required, subtract 20 from the ritual skill roll.

Example: *Falling Light the Conjurer needs to summon a riding elemental. The ritual effect level is 13th and he is 5th level. Thus it normally takes 8 hours to complete. Falling Light doesn't have 8 hours to spare and decides to attempt the ritual in 4 hours, adding a -20 to his ritual skill roll.*

Option 1: The base time for a ritual cannot be reduced below the Minimum Ritual Casting Times suggested in *Rolemaster Companion IV* (Sec. 4.3).

Andrew Durston

"As we encounter more and more emerging professions upon the tapestry of the land, we may wonder how they fair in the learning of the common skills that we all might share. As one might expect, it is easier for some and harder for others to learn skills that we might be intimately familiar with or completely alien to. Let us take the cleansing processes of meditation for an example..."

MEDITATION AS A SINGLE SKILL II

The following is an expansion to *RMCIV* (Sec. 5.3) including classes from *RMCIII*–V.

RMCIII			
Assassin	2/4	Bounty Hunter	2/4
Bashkar	2/6	Farmer	2/6
Duelist	3/7	Craftsman	2/6
Cavalier	3/7	Gypsy	3/6
Sailor	3/6	Warrior	6
Crafter	3/6	Noble Warrior	3/7
Chaotic Lord	2/4	Macabre	1/4
Monteblanc	3/6	Moon Mage	2/6
Sleuth	2/4	Professional	2/6
Magus	2/4		
Dream Lord—Illusionist variant	2/4		
Dream Lord—Shaman variant	1/2		
RMCIV			
Arcist	1/5	Astral Traveler	1/3
Houri	2/4	Enchanter	1/3
Leader	3/7		
RMCV			
Forcemage	1/5	Maleficant	1/4
Wizard	1/5		

Andrew Durston

"Baradur One-Eyed's misremembrance of a snake-like race that he encountered, reminds me that all that is written is not always correct. Unfortunately the scribes may make errors at times. For example, in a recent Tome that I received, I discovered..."

RMCIV ERRATA

Some miscellaneous errata for ***RMC IV***.

Sec. 3.11, Page 21, example 1:

Substitute Grid the Orc for Grod the Orc (1st occurrence).

Substitute Grad the Orc for Grod the Orc (2nd occurrence).

Now the reference to triplets makes sense (Grod, Grid and Grad).

Sec. 5.4, Page 29, Maintaining Adrenals:

The third line of the first column example should read, "Kellendil rolls 132 for his attempt to continue his Adrenal Speed, this is *less* than 141, so he fails."

Sec. 6.3, Page 41, Random Events Chart:

-66 should read "Roll again, add/subtract to -66 and take both results." 66 should read 'Roll again, add/subtract to 66 and take both results." This usually generates two negative events for a -66 and two positive events for 66, rather than one positive and perhaps one negative event.

Andrew Durston

Students quickly find their seats as Telengard reenters the hall after a much deserved break for the noontime meal. "I think a return to a martial theme is briefly in order," he quickly returns to the lecture at hand. "At lunch I had a fond memory of a feline traveling companion who was skilled in unarmed combat in a form that used her claws to great effect. Shall we muse for a moment upon the varieties of these martial artists that we have encountered in the past?..."

MARTIAL ARTS EXPANSIONS AND REVISIONS

NATURAL WEAPON KATAS

Some of the creatures and alternate races presented in *Creatures & Treasures I* and *II* possess various natural weaponry, such as an Idyvian's claws or a Sohleugir's bite or tail. This natural attack form could be selected as a Weapon Kata when a student of martial arts reaches the appropriate skill bonus. The rules from *Character Law* (Sec. 13.31) and *Arms Law* (Sec. 10.3) are applied with the appropriate *Claw Law* attack table being used. Appropriate tables include Claw/Talon, Bite, Beak/Pincher, Ram/Butt/Bash.

Example 1: *Rinaldo is an Idyvian Rogue who has learned some Martial Arts. When his OB reaches 50, he decides to learn a Claw Kata. Extra damage is figured from the Claw/Talon attack table (11.1.3) and the additional critical is Slash.*

Example 2: *Isska the Sohleugir is a High Warrior Monk. When his OB in Martial Arts Sweeps/Throws reaches 50 he decides to take a Tail Bash kata. Extra damage is figured from the Ram/Butt/Bash/Knock Down/Slug attack table ('1.1.6) and the extra critical is Unbalancing.*

Option 1: Since the natural weaponry Katas do not require a weapon or item in the hands, no -20 is assessed to the attacker's OB.

Option 2: Rather than purchase Martial Arts skill ranks and learn a natural weapon Kata, a character may purchase Martial Arts but use the actual natural weapon combat table instead. In this case only one critical is done and no weapon Katas are allowed. The character can not switch back and forth between the Martial Arts tables and the natural weapon tables, the skill is considered a Martial Art unto itself.

Example 3: *Ka'Xiou the Vulfen warrior is proficient in Martial Arts. She elects to use the Claw attack table directly where the Martial Arts Ranks 1, 2, 3 and 4 correspond to attacks topping out at Small, Medium, Large and Huge respectively.*

ABILITIES AND KATAS BASED ON SKILL LEVELS

According to *Character Law* (Sec. 13.31) and *Arms Law* (Sec. 10.3), special abilities and weapon Katas are gained based upon the Offensive Bonus a character has in a certain Rank of Martial Arts. This is biased towards characters with high statistic and level bonuses who will gain those abilities much faster than a similarly skilled character (in terms of numbers of skill ranks purchased in Martial Arts).

Special abilities and weapon Katas can be awarded based upon the number of skill ranks learned in a Rank of Martial Arts (see the following table). Note that in all other aspects the special attacks and weapon Katas remain as previously defined.

Special Ability	Chl OB	#Ranks Required
1 attack at 2 or more foes within 90 degrees	40	4
First weapon Kata	50	5*
1 attack at 2 or more foes within any angle	60	6
2 attacks versus one foe	80	8
Second weapon Kata	90	10*

* As per *Arms Law*, the weapon fumble is reduced 1 for each rank above 5, but may never fall below 2.

Example 4: *M'Bassu T'Balla has learned 6 ranks in Martial Arts Ranks 1 through 4. He may make one attack at two or more foes at a -20 for each additional foe, as per core rules, and may select one Weapon Kata.*

Option 1: A Martial Artist may increase his initiative points by 10 for each skill rank he uses, thereby reducing his Offensive Bonus.

Option 2: A Gamemaster may modify the number of ranks required to gain an ability according to the requisites of his campaign.

ADDITIONAL KATAS

Character Law or *Arms Law* does not present any additional abilities for Ultra-High level Martial Artists whose OBs have exceeded 100 (or have more than 10 skill ranks in a particular Rank of Martial Arts). The following table provides some suggestions for high level or truly heroic Martial Arts abilities.

OB	# RANKS	SPECIAL ABILITY
105	14	May make 3 attacks versus 2 foes within 90 degrees of each other at a -40. For each additional -20, another foe may be attacked in the same arc.
120	15	Third Weapon Kata.
130	16	May make 3 attacks versus 2 foes within any arc of each other at a -40.
135	18	May make 3 attacks against a single foe at a -60.
140	20	Fourth Weapon Kata.
145	24	May make 4 attacks versus 2 foes within 90 degrees of each other ay a -60. For each additional -20, another foe may be attacked in the same arc.
150	25	Fifth Weapon Kata.
155	26	May make 4 attacks versus 2 foes within any arc of each other at -60.
160	28	May make 4 attacks against a single foe at a -90.
165	30	Sixth Weapon Kata.

Example 5: *Ashaan, the Ky'taari Abbess, has achieved an Offensive Bonus of 140 with her Martial Arts Strikes skill. Aside from having learned four weapon Katas in Strikes, during one combat round, Ashaan may 1) attack one foe three times at a -60 to each blow, leaving an 80 OB; 2) attack two different foes a total of three times at -40 to each blow, leaving a 100 OB.*

KATA OPTIONS

Arms Law assigns certain restrictions to the use of a weapon Kata (Sec. 10.3) such as the Offensive bonus being reduced by 20 and the additional critical inflicted as being of one less severity. When a Martial Artist improves in ability such that he gains a second or higher weapon Kata, he may choose to improve the first selected Kata in the following ways:

1. Reduce the 20 penalty to Offensive Bonus to 10;
2. Increase the extra critical to one of an equal severity; or
3. Reduce the 10 penalty to Offensive Bonus to 0 if option 1 was selected for a previous Kata.

Example 6: *Vareena has become skilled enough to gain a second Kata in Martial Arts Sweeps/Throws. Her first weapon Kata was taken in Staff. She may either elect to reduce the OB penalty when using her staff Kata or improve the extra unbalancing critical down with the staff Kata.*

Andrew Durston

"Continuing on the theme of strange encounters," Telengard begins to pace back and forth across the stage, "let us consider summoners and those that they summon. How exactly do they control those that have been summoned and how many can they control before their will is taxed too severely. For that matter, how does one determine, in an analytical sense, whether one will have a reasonable success of summoning a useful creature?..."

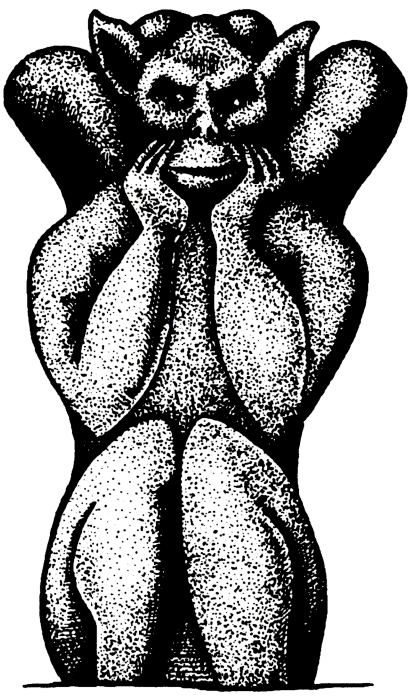
VARIATIONS ON SUMMONING

WILL TO CONTROL

Certain spell casters have access to several Spell Lists which allow various forms of beings (animals, demons, spirits, elementals and undead) to be permanently mastered to the spellcaster. How does one determine the maximum number of beings a summoner may have permanently mastered? This can be based upon the spell casters Will (*RMCI*, Sec. 5.1). A summoner can have permanently mastered to himself, at any one time, as many levels of beings as his Will divided by 10 (rounded off). This number is his total number of Control Levels. If this number is ever exceeded, the Gamemaster should have the creatures under his control initiate Will contests (*RMCI*) as his mind struggles to master them all.

Example 1: *Girra the Sorceress has an IN bonus of 24, EM bonus of 40, PR bonus of 12, SD bonus of 24 and RE bonus of 4. She has no racial bonuses or subtractions to RR rolls versus Magic thus her total Will is 104. Her number of Control Levels is 104/10 = 10.4 or 10 levels. This could be divided amongst five 2nd level Elemental Servants or one 10th level Greater Airwing.*

Option 1: Certain spell using classes should have increase Control Levels. Based on the following table, one's Control Levels increases as a character gains experience.



Control Levels Bonus		
	Option 1a	**Option 1b**
Non-spell users	1 per 4 lvls	1 per 4 lvls
Semi-spell users	1 per 3 lvls	1 per 2 lvls
Pure Spell users	1 per 2 lvls	1 per level
Summoners*	1 per level	2 per level

*Summoners can be considered one of the following classes: Conjurers, Shamans, Druids and Necromancers.

Example 2: *Falling Light is an 8th level Conjurer with a base Will of 87 while Girra the Sorceress is 8th level with a base Will of 104. Falling Light has 87/10 = 9 + 2 x 8 = 25 Control Levels while Girra has 104/10 = 10 + 1 x 8 or 18 Control Levels using Option 1b. Using Option 1a, Falling Light and Girra have 17 and 14 Control levels respectively.*

A Gamemaster may determine which classes qualify as summoners according to his game world. For example, some classes may have increased Control Levels for only a certain type of being (such as Demons for Evil Magicians and Undead for Necromancers).

EASE OF SUMMONING

Determining the success chance of finding a certain creature (for example, with the *Summons I* spell) can be done via the *Character Law* Maneuver Movement Table (Sec. 15.3.1), The Gamemaster assigns the difficulty of finding a certain form of creature. The spell caster makes a BAR roll, determines the total and consults the MM table. 100+ percent indicates success, a number <100% is a percent chance of success under which the caster must roll. Spell failures are resolved normally.

Example 1: *Galen is trying to summon a demonic familiar of a specific sort. The Gamemaster assigns a rating of Hard. Galen rolls a 75 and adds his BAR roll of 36 for a total of 111. Consulting the table, he needs to roll under a 70 to succeed. Unfortunately he rolls an 88 and decides to summon a less obscure demon.*

Example 2: *Steven McCauley and Girra the Sorceress are both interested in summoning creatures of Elemental Chaos (see* Elemental Companion*). Steven is familiar with Earth and Fire elementals, so the Gamemaster determines that his summoning will be Extremely Hard. Girra, however, worships Arcanus, the Lord of Elemental Chaos, and thus the Gamemaster rates her summoning as Easy. It pays to have friends in High places.*

Andrew Durston

"Thus we come to my final topic for the day," Telengard notes the relief and smiles of his charges, "which fortunately will be fairly short. The proliferation of new elementals found within the elemental realms of the Maelstrom, has caused the researchers at the College of Summons to begin a new effort to classify these creatures and to modify standard enchantments to control these as yet uncontrollable beings. I have a preliminary report on their work which I present..."

NEW SPELLS AND SPELL INTERPRETATIONS

Elemental Companion introduces a new form of Elemental, the Intelligent Elemental, to accompany the Non-Intelligent Elementals as described in *Creatures & Treasures I. Rolemaster Companion II* introduces the Elemental Summons spell list (Sec. 10.61). For those who want to use that spell list as well as the Elementals defined in *Elemental Companion*, the spell list should be expanded as such -

- The 8th level spell Control Weak Elemental is renamed Control Weak Non-Intelligent Elemental.
- The 10th level spell Summons Weak Elemental is renamed Summons Weak Non-Intelligent Elemental.
- A new 11th level spell Control Normal Non-Intelligent Elemental is added. This spell works as others on the list but will also affect Weak Intelligent Elementals.
- The 12th level spell Master Weak Elemental is renamed Master Weak Non-Intelligent Elemental.
- The 15th level spell Control Strong Elemental is renamed Control Strong Non-Intelligent Elemental. This spell will also work on Normal Intelligent Elementals.
- A new 16th level spell Summons Normal Non-Intelligent Elemental is added. This spell works as others on the list but will also affect Weak Intelligent Elementals.
- A new 19th level spell Master Normal Non-Intelligent Elemental is added. This spell works as others on the list but will also affect Weak Intelligent Elementals.
- The 20th level spell Summons Strong Elemental is renamed Summons Strong Non-Intelligent Elemental. This spell will also work on Normal Intelligent Elementals.
- The 25th level spell Master Strong Elemental is renamed Master Strong Non-Intelligent Elemental. This spell will also work on Normal Intelligent Elementals.
- The Summons and Control Elemental Guardian spells (30th and 50th level respectively) would affect Strong Intelligent Elementals as well.

For the purposes of summoning, the Elemental Steeds from the *Rolemaster Companion II* spell list Conveying Ways (Sec. 10.63), can be classified according to the Elemental Summons spell list. All type I Steeds (Earth, Air and Water) are considered Weak Non-Intelligent. All type II Steeds are considered Normal Non-Intelligent and all type III Steeds are considered Strong Non-Intelligent Elementals. The True Steeds are considered Strong Intelligent Elementals.

Andrew Durston

"I think I have given you much to ponder over the summer recess and I would hope you will put this information to good use. Knowledge is a dangerous thing in the hands of the ignorant. I do not know what next semester's lectures will concern, perhaps my oft postponed discussions of the nature of the Maelstrom and the elemental beings within would be appropriate. But for now, relax and ruminate on all I have taught."

Telengard turns and walks across the stage. As he does, members of the class rapidly vanish, whether by gate, teleport or long door, to prepare for their vacations while others move to the stage, perhaps to ask a question of the master before he exits the hall. Still more relax, for the end of another long semester has arrived.

And thus ends Etheral Visions II...

Andrew C. Durston, Chris Michalski, Michael Mullin

ELEMENTAL STORMS

MAGICIAN BASE

	Area of Effect	Duration	Range
1—Minor Sand Storm	10'R	C	50'
2—Minor Rain Storm	10'R	C	50'
3—Minor Wind Storm	10'R	C	50'
4—Minor Ice Storm	10'R	C	50'
5—Minor Fire Storm	10'R	C	50'
6—Minor Light Storm	10'R	C	50'
7—Minor Dark Storm	10'R	C	50'
8—Major Sand Storm	20'R	C	100'
9—Major Rain Storm	20'R	C	100'
10—Major Wind Storm	20'R	C	100'
11—Major Ice Storm	20'R	C	100'
12—Major Fire Storm	20'R	C	100'
13—Major Light Storm	20'R	C	100'
14—Major Dark Storm	20'R	C	100'
15—Sand Storm True	10'/lvl R	C	500'
16—Rain Storm True	10'/lvl R	C	500'
17—Wind Storm True	10'/lvl R	C	500'
18—Ice Storm True	10'/lvl R	C	500'
19—Fire Storm True	10'/lvl R	C	500'
20—Light Storm True	10'/lvl R	C	500'
25—Dark Storm True	10'/lvl R	C	500'
30—Hellstorm	50'/lvl R	C	500'/lvl
50—Hellstorm True	50'/lvl R	C	500'/lvl

1—Minor Sand Storm (E) Caster creates and controls a swirling mass of sand and small bits of rock that cause an 'A' slash critical each round to all within the area of effect. The caster can move the storm at a rate of 1 foot per round per level.

2—Minor Rain Storm (E) As above, except creates a downpour that causes an 'A' impact critical.

3—Minor Wind Storm (E) As above, except creates a whirlwind that causes an 'A' crush critical.

4—Minor Ice Storm (E) As above, except creates a mass of ice and snow that causes an 'A' shrapnel critical.

5—Minor Fire Storm (E) As above, except creates a mass of fire that causes an 'A' heat critical.

6—Minor Light Storm (E) As above, except creates a mass of charge that causes an 'A' electricity critical.

7—Minor Dark Storm (E) As above, except creates a cloud of darkness thatcauses an 'A' cold critical.

8—Major Sand Storm (E) As above, except causes a 'C' slash critical.

9—Major Rain Storm (E) As above, except causes a 'C' impact critical.

10—Major Wind Storm (E) As above, except causes a 'C' crush critical.

11—Major Ice Storm (E) As above, except causes a 'C' shrapnel critical.

12—Major Fire Storm (E) As above, except causes a 'C' heat critical.

13—Major Light Storm (E) As above, except causes a 'C' electricity critical.

14—Major Dark Storm (E) As above, except causes a 'C' cold critical.

15—Sand Storm True (E) As above, except causes an 'E' slash critical.

16—Rain Storm True (E) As above, except causes an 'E' impact critical.

17—Wind Storm True (E) As above, except causes an 'E' crush critical.

18—Ice Storm True (E) As above, except causes an 'E' shrapnel critical.

19—Fire Storm True (E) As above, except causes an 'E' heat critical.

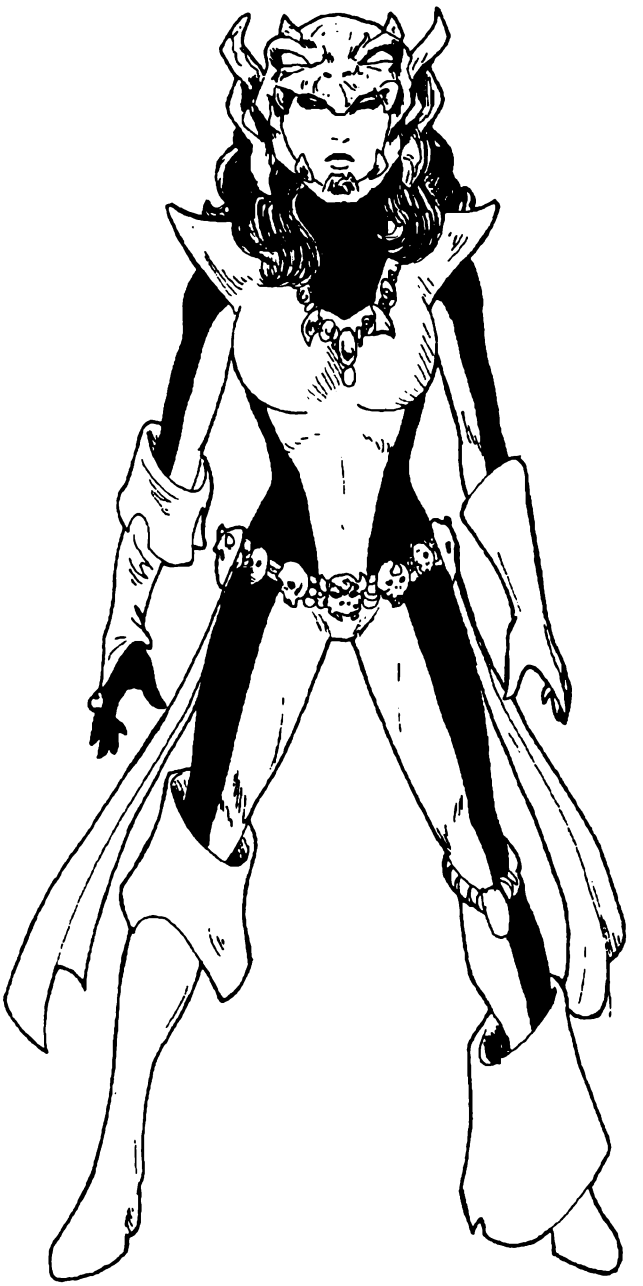
20—Light Storm True (E) As above, except causes an 'E' electricity critical.

25—Dark Storm True (E) As above, except causes an 'E' cold critical.

30—Hellstorm (E) As any of the *True Storm* spells above, except caster can pick three types of criticals for the storm to cause.

50—Hellstorm True (E) As *Hellstorm* above, except the storm causes any five criticals of the caster's choice.

Edward R Cassidy



ELEMENTAL SUMMONS

MAGICIAN BASE LIST

Note: *This is a revised version of the Elemental Summons list which appeared in* Rolemaster Companion II. *It has been altered to accommodate the Elemental Companion Spell Duration of 1 round/level (C) indicates that the spell will last 1 round per level of caster or as long as the caster maintains concentration on the spell, whichever is longer. Elemental operating range is 100'/level of the caster.*

	Area of Effect	Duration	Range
1—Summon Normal Wispling	1 target	1 rnd/lvl (C)	10'/lvl
2—Summon Greater Wispling	1 target	1 rnd/lvl (C)	10'/lvl
3—Control Elemental Servant/Wispling *	1 target	C	10'/lvl
4—Summon Lesser Elemental Servant	1 target	1 rnd/lvl (C)	10'/lvl
5—Summon Normal Elemental Servant	1 target	1 rnd/lvl (C)	10'/lvl
6—Master Elemental Servant/Wispling *	1 target	P	5'/lvl
7—Summon Lesser Non-Intelligent Elemental	1 target	1 rnd/lvl (C)	10'/lvl
8—Control Non-Intelligent Elemental *	1 target	C	10'/lvl
9—Summon Greater Elemental Servant	1 target	1 rnd/lvl (C)	10'/lvl
10—Summon Normal Non-Intelligent Elemental	1 target	1 rnd/lvl (C)	10'/lvl
11—			
12—Master Non-Intelligent Elemental *	1 target	P	5'/lvl
13—Summon Greater Non-Intelligent Elemental	1 target	1 rnd/lvl (C)	10'/lvl
14—Summon Minor Servant	1 target	1 rnd/lvl (C)	10'/lvl
15—Control Intelligent Elemental *	1 target	C	10'/lvl
16—Summon Minor Non-Intelligent Elemental	1 target	1 rnd/lvl (C)	10'/lvl
17—Summon Major Servant	1 target	1 rnd/lvl (C)	10'/lvl
18—Summon Lesser Intelligent Elemental	1 target	1 rnd/lvl (C)	10'/lvl
19—Summon Major Non-Intelligent Elemental	1 target	1 rnd/lvl (C)	10'/lvl
20—Summon Normal Intelligent Elemental	1 target	1 rnd/lvl (C)	10'/lvl
25—Master Intelligent Elemental *	1 target	P	5'/lvl
30—Summon Normal Elemental Guardian	1 target	1 rnd/lvl (C)	10'/lvl
40—Summon Greater Intelligent Elemental	1 target	1 rnd/lvl (C)	10'/lvl
50—Control Elemental Guardian *	1 target	C	10'/lvl

1—Summon Normal Wispling (E) Allows the caster to summon a Normal Elemental Wispling (see *EC* for statistics). Must be in range of necessary materials for elemental type (i.e., campfire for Fire Wispling, ice for Cold Wispling, etc.) and the elemental will gradually manifest over a two (2) round period.

2—Summon Greater Wispling (E) As *Summon Normal Wispling,* except a Greater Elemental Wispling is summoned (see *EC* for statistics).

3—Control Elemental Servant/Wispling (M*) Allows the caster total control of an Elemental Servant or Wispling. When caster stops concentrating, the Servant will remain until returned by summoner or until summons duration is up, whichever is shortest.

4—Summon Lesser Elemental Servant (E) As *Summon Normal Wispling,* except a Lesser Elemental Servant is summoned (see *EC* for statistics).

5—Summon Normal Elemental Servant (E) As *Summon Normal Wispling,* except a Normal Elemental Servant is summoned (see *EC* for statistics).

6—Master Elemental Servant/Wispling (M*) As *Control Elemental Servant/Wispling,* except caster need not concentrate to control elemental. The elemental will remain (even beyond the duration of the summoning spell) and obey the caster until the caster is killed, the elemental is outside the range limit (of 100'/level of the caster), or the caster releases it. A maximum of three elementals of any type may be Mastered by the caster, with levels totaling less than or equal to his own. Example: A 20th level Magician could have three 6th level elementals, or a 10th level and two 5th level elementals, etc.

7—Summon Lesser Non-Intelligent Elemental (E) As *Summon Normal Wispling,* except a Lesser Non-Intelligent Elemental is summoned (see *EC* for statistics).

8—Control Non-Intelligent Elemental (M*) As *Control Elemental Servant/Wispling,* except affects Non-Intelligent Elementals.

9—Summon Greater Elemental Servant (E) As *Summon Normal Wispling,* except a Greater Elemental Servant is summoned (see EC for statistics).

10—Summon Normal Non-Intelligent Elemental (E) As *Summon Normal Wispling,* except a Normal Non-Intelligent Elemental is summoned (see *EC* for statistics).

12—Master Non-Intelligent Elemental (M*) As *Master Elemental Servant/Wispling,* except affects Non-Intelligent Elementals.

13—Summon Greater Non-Intelligent Elemental (E) As *Summon Normal Wispling,* except a Greater Non-Intelligent Elemental is summoned (see *EC* for statistics).

14—Summon Minor Servant (E) As *Summon Normal Wispling,* except a Minor Elemental Servant is summoned (Lesser Elemental Servant which uses the Minor Attack table—see *EC* for statistics).

15—Control Intelligent Elemental (M*) As *Control Elemental Servant/Wispling,* except affects Intelligent Elementals.

16—Summon Minor Non-Intelligent Elemental (E) As *Summon Normal Wispling,* except a Minor Non-Intelligent Elemental is summoned (Lesser Non-Intelligent Elemental which uses the Minor Attack table—see *EC* for statistics).

17—Summon Major Servant (E) As *Summon Normal Wispling,* except a Major Elemental Servant is summoned (Normal Elemental Servant which uses the Major Attack table—see *EC* for statistics).

18—Summon Lesser Intelligent Elemental (E) As *Summon Normal Wispling,* except a Lesser Intelligent Elemental is summoned (see *EC* for statistics).

19—Summon Major Non-Intelligent Elemental (E) As *Summon Normal Wispling*, except a Major Non-Intelligent Elemental is summoned (Normal Non-Intelligent Elemental which uses the Major Attack table—see *EC* for statistics).

20—Summon Normal Intelligent Elemental (E) As *Summon Normal Wispling*, except a Normal Intelligent Elemental is summoned (see *EC* for statistics).

25—Master Intelligent Elemental (M*) As *Master Elemental Servant/Wispling*, except affects Intelligent Elementals.

30—Summon Normal Elemental Guardian (E) As *Summon Normal Wispling*, except a Normal Elemental Guardian is summoned (see *EC* for statistics).

40—Summon Greater Intelligent Elemental (E) As *Summon Normal Wispling*, except a Greater Intelligent Elemental is summoned (see *EC* for statistics).

50—Control Elemental Guardian (M*) As *Control Elemental Servant/Wispling*, except affects Elemental Guardians.

David Mullin

LUCKY WAYS

RELIGIOUS LIST FOR LUCK DEITY

	Area of Effect	Duration	Range
1—Blessed Luck I	1 target	2 rnd/lvl	100′
2—			
3—Blessed Luck II	1 target	2 rnd/lvl	100′
4—Deflection *S	one missile	–	–
5—Mass Luck I	1 target/lvl	2 rnd/lvl	100′
6—Luck I •*S	self	constant	–
7—Blessed Luck III	1 target	2 rnd/lvl	100′
8—Leap of Faith I *S	self	one action	–
9—Bladeturn *S	1 attack	–	–
10—Minor Improbability	special	varies	10′
11—Luck II •*S	self	constant	–
12—Mass Luck II	1 target/lvl	2 rnd/lvl	100′
13—Blessed Luck IV	1 target	2 rnd/lvl	100′
14—Leap of Faith II *S	self	one action	–
15—			
16—Luck III •*S	self	constant	–
17—Blessed Luck True	1 target	2 rnd/lvl	100′
18—Charmed Life •*S	self	constant	–
19—Leap of Faith III *S	self	one action	–
20—Luck IV •*S	self	constant	–
25—Major Improbability	special	varies	50′
50—Lord Luck •*S	self	constant	–

1—Blessed Luck I (F) This spell grants the target good luck—giving him +5 to his DB and on all rolls. This spell can be reversed, giving the target bad luck (with appropriate penalties).

3—Blessed Luck II (F) As *Blessed Luck I*, except the bonus is +10.

4—Deflections (F*S) Caster can deflect any one missile attack directed against him, causing 100 to be subtracted from the missile's attack roll. The caster need not know of the attack as this spell is a manifestation of his divine luck.

5—Mass Luck I (F) As *Blessed Luck I*, except the spell affects 1 target per level of the caster.

6—Luck I (F•*S) The caster becomes intrinsically more lucky. This translates into a single Luck point which can be used to add +10 to any roll made by the character (except critical rolls). This bonus can be utilized whenever desired, however, if a roll using this bonus still fails (or fails to do a single point of damage if an attack) the Luck point can not be used for the remainder of the day.

7—Blessed Luck III (F) As *Blessed Luck I*, except the bonus is +15.

8—Leap of Faith I (F*S) Allows the caster to reduce the difficulty of an action by one category (very hard to hard, hard to medium, etc.).

9—Bladeturn (F*S) As *Deflections*, except any one melee attack against the caster is affect.

10—Minor Improbability (F) With this spell, the caster causes something to happen that is entirely improbably, such as a brand new rope breaking, someone tripping when there is nothing to trip upon, etc. Due to the nature of chaos, upon which the spell is based, the event will tend to take orderly objects and break them down into chaos, rather than the reverse. So this spell will never repair broken objects, turn a gas to a solid, etc. The effects of this spell should be very minor, dealing with objects that weigh no more than 10 pounds as a general rule. The events should also be improbable, not impossible. While the caster can specify a general target and a basic intent (to cause weal or woe), the exact improbable event is up to the GM.

11—Luck II (F•*S) As *Luck I*, except the caster now has two Luck points, which may be applied separately or together.

12—Mass Luck II (F) As *Mass Luck I*, except the bonus is +10.

13—Blessed Luck IV (F) As *Blessed Luck I*, except the bonus is +20.

14—Leap of Faith II (F*S) As *Leap of Faith I*, except the reduction will be two categories (very hard to medium, hard to light, etc.).

16—Luck III (F•*S) As *Luck I*, except the caster now has three Luck points, which may be applied separately or together.

17—Blessed Luck True (F) As *Blessed Luck I*, except the bonus is +3/2 levels of the caster.

18—Charmed Life (F•*S) This spell grants the caster one Fate Point. This Fate Point can be used to negate the effect of any single attack (or harmful event)—including damage and critical—after the result of the attack has been determined. Once used, this Fate Point is gone. The caster will generate one new Fate Point every five years (thus allowing him to have more than one).

19—Leap of Faith III (F*S) As *Leap of Faith I*, except the reduction will be three categories (very hard to light, hard to easy, etc.).

20—Luck IV (F•*S) As *Luck I*, except the caster now has four Luck points, which may be applied separately or together.

25—Major Improbability (F) As Minor Improbability, except for the longer range and the fact that a more significant improbable event can happen. This event can effect objects up to 100 pounds and can even effect magical objects (they get a RR, however). Magical weapons can be broken, boulders can be made to fall, the wheels of a chariot can be made to all fall off, and other such improbable events can be initiated.

50—Lord Luck (F•*S) As *Luck I*, except the caster now has (caster's level/10) Luck point, which may be applied separately or together.

David Mullin

VAMPYRIC POWERS

SPECIAL

Note: *Creatures and Treasures states that Vampires possess all Evil Mentalist Base Lists to their level. Although these lists do cover most of the "conventional" Vampiric abilities, they do not cover them all. In addition, they contain several spells which do* not *fit into the Vampiric mold—Vampires do not summon demons into the minds of their victims. Thus, I present this list as an alternative to the Evil Mentalist Base Lists. Vampires will know this list to their level.*

Look of Terror *spells can be reversed by* Calming *spells. In the* Glare *spells, the Vampire must gain eye contact with the target (a "medium" static action if the target is unaware, "very hard" if the target is weary, or "sheer folly" if the target is actively on guard). In the* Look of Terror *spells, the target must either know who and what the Vampire is, or must have cause to fear him. In addition to creatures of similar race to the Vampire (before becoming undead), other sentient undead are also considered "Of Kind".*

	Area of Effect	Duration	Range
1—			
2—Glare I (Charm Kind) *	1 target	1 hour/lvl	50′
3—			
4—Glare II (Suggestion) *	1 target	1 task	50′
5—Shift to Bat *	self	30 min/lvl	–
6—Control Rats *v	10 min/lvl	100′/lvl	
7—Shift to Wolf *	self	30 min/lvl	–
8—Summon Fog *	30′/lvl R	1 minute/lvl	100′
9—Glare III (Hold Kind) *	1 target	10 min/lvl	50′
10—Glare IV (Subjugation) *	1 target	C	100′
11—Look of Terror I •*	1 target	P	100′
12—Glare V (Master of Kind) *	1 target	10 min/lvl	50′
13—Glare VI (Mind Slave) *	1 target	special	100′
14—Shift to Mist *	self	10 min/lvl	–
15—Control Bats/Wolves *	v	10 min/lvl	100′/lvl
16—Look of Terror II •*	1 target	P	100′
17—Glare VII (Hold True)	1 target	1 minute/lvl	50′
18—			
19—Glare VIII (Mind Slave True)	1 target	special	100′
20—Look of Terror III •*	1 target	P	100′
25—Summon Full Storm	1 mile R	1 hour	–
50—Look of Terror True •*	1 target	P	100′

2—Glare I (Charm Kind) (M*) A humanoid target believes caster is a good friend.

4—Glare II (Suggestion) (M*) The target will follow a single suggested act that is not completely alien to him (e.g., suicide, blinding himself, etc.).

5—Shift to Bat (F*) The Vampire changes into a vampire bat for the duration. If "slain", he reverts to his normal form.

6—Control Rats (M*) The Vampire draws rats to him (if within the range of the spell) to obey his commands. The caster can control up to twice his level in levels of rats.

7—Shift to Wolf (F*) The Vampire changes into a dire wolf for the duration. If "slain", he reverts to his normal form.

8—Summon Fog (F*) Creates dense fog in a 30′/level radius (visibility 1′).

9—Glare III (Hold Kind) (M*) A humanoid target is held to 25% of normal action.

10—Glare IV (Subjugation) (M*) The target must obey the will of the Vampire.

11—Look of Terror I (M•*) The target has a permanent terror of the Vampire. Each and every time that the target is in the sight of the caster, he is at -10 to all actions, and if the caster speaks to the target, the penalty is -20.

12—Glare V (Master of Kind) (M*) The target must obey the Vampire as in *Glare II.*

13—Glare VI (Mind Slave) (M*) As *Glare IV (Subjugation),* except the target is a zombie until he makes his once/day RR. On any round that the Vampire concentrates, the target will obey his will.

14—Shift to Mist (F*) The Vampire changes into mist. In this form, he can move at 50′ per round, and is only effected by magical electricity. If "slain" he reverts to his normal form.

15—Control Bats/Wolves (M*) The Vampire draws bats or wolves to him (if within the range of the spell) to obey his commands. The caster can control up to twice his level in levels of creatures.

16—Look of Terror II (M •*) As *Look of Terror I,* except sight of the Vampire puts the target at -15, and if the caster actually speaks to the target, the penalty is -30.

17—Glare VII (Hold True) (M*) As *Glare III (Hold Kind),* except any sentient being can be affected.

19—Glare VIII (Mind Slave True) (M*) As *Glare VI (Mind Slave),* except the Vampire need not concentrate to command the target.

20—Look of Terror III (M •*) As *Look of Terror I,* except sight of the Vampire puts the target at -20, and if the caster actually speaks to the target, the penalty is -40.

25—Summon Full Storm (F) The Vampire may call forth a storm of any type with maximum wind speeds equal to twice his level, and an intensity according to his desires: effects will vary according to circumstances (and the gamemaster's discretion). Example: a 30th level caster could summon a lightning storm with intense rain and constant wind speeds of up to 60 mph: the gamemaster may wish to have random rolls to determine possible lightning strikes vs exposed targets. Can be delayed up to 1 hour/level after cast.

50—Look of Terror True (M •*) As *Look of Terror I,* except sight of the Vampire puts the target at -5/(level of caster/5), and if the caster actually speaks to the target, the penalty is -10/(level of caster/5).

David Mullin

WEATHER MASTERY

RELIGIOUS LIST FOR SKY/WEATHER DEITY

	Area of Effect	Duration	Range
1—Breeze Call	10'/lvl R	1 round/lvl	–
2—Weather Prediction	–	–	10 mi/lvl
3—Fog 10'/lvl R	V	100'	
4—Unfog	10'/lvl R	P	100'
5—Weather Prediction	–	–	10 mi/lvl
6—Fog 30'/lvl R	V	100'	
7—Unfog	30'/lvl R	P	100'
8—Call Rain	100'/lvl R	10 min/lvl	–
9—Unrain	100'/lvl R	1 hr/lvl	–
10—Weather Prediction	–	–	10 mi/lvl
11—Whirlwind	10' R	C	100'
12—Wind Mastery	50'/lvl R	1 min/lvl	–
13—Call Rain	1000'/lvl R	10 min/lvl	–
14—Unrain	1000'/lvl R	1 hr/lvl	–
15—Clear Skies	1 mile R	V	–
16—Cloud Call	1 mile R	V	–
17—Dehumidify	1 mile R	special	–
18—Rain/Snow	1 mile R	as long as it rains	–
19—Lightning Call	1 target	–	100'
20—Sky Call	1 mile R	1 min/lvl (C)	V
25—Temperature Control	1000'/lvl R	24 hrs	–
30—Storm Call	1 mile R	1 hr	–
50—Weather Mastery	1 mile/lvl R	1 hr	–

1—Breeze Call (F) Caster causes breeze to come forth which will drive out any gaseous matter (clouds, etc.) and subtracts 30 from all missile attacks. Once set, the direction of the breeze will not change.

2—Weather Prediction (I) Gives caster a 95% chance of predicting the time, type, and severity of weather, ±15 minutes over the next 3 day period. Caster can also ascertain the exact temperature of the surrounding atmosphere.

3—Fog (F) Creates dense fog in a 10'/level radius (visibility 1'). Fog lasts until dispelled magically or naturally.

4—Unfog (F) Disperses fog in a 10'/level radius.

5—Weather Prediction (I) As above, except that caster has a 95% chance of predicting weather over a 5 day period.

6—Fog (F) As above, except creates fog in a 30'/level radius.

7—Unfog (F) As above, except disperses fog in a 30'/level radius.

8—Call Rain (F) If there are clouds in the sky, it rains (or snows if appropriate) outdoors for the duration of the spell.

9—Unrain (F) No precipitation will occur within the radius for the duration.

10—Weather Prediction (I) As above, except that caster has a 95% chance of predicting weather over a 30 day period.

11—Whirlwind (E) Creates a 10' radius whirlwind that delivers an "A" vacuum critical (impact if vacuum critical not used) to everyone inside (every round) and reduces movement by 80%. Caster can move it 1'/round. No missile attacks can penetrate it and any movement or melee is cut by 80%.

12—Wind Mastery (F) Caster can control the velocity and direction of the wind. Caster can increase or decrease wind speed by an amount equal to 1 mph times his level (e.g., if the wind speed is normally 20 mph, a 15th level caster could reset the wind speed to between 5 and 35 mph). By directing the wind against in coming missile attacks, he can subtract 1 for each mph of wind speed (e.g. he can create a brutal and changing cross–wind). Note that caster can also control the direction of the flow of gases and/or clouds.

13—Call Rain (F) As above, except the radius is 1000'/level.

14—Unrain (F) As above, except the radius is 1000'/level.

15—Clear Skies (F) Caster can make the skies clear of haze, precipitation, clouds, etc. This spell will not affect the wind. Spell lasts until conditions are altered magically or naturally.

16—Cloud Call (F) Caster creates clouds in a 1 mile radius. Will take 5 minutes to form. Spell lasts until conditions are altered magically or naturally.

17—Dehumidify (F) For every minutes that the caster concentrates, the humidity drops 1% of the original humidity (up to 50%). The humidity will gradually increase at a rate of 5% (of original humidity) per day until the original humidity is reached.

18—Rain/Snow (F) Changes all rain within 1 mile of the caster to snow; radius decreases by 500'/10° above freezing.

19—Lightning Call (E) Caster can cause a lightning bolt to strike a target within his range, results are determined on the Lightning Bolt Table. There must be a storm within 1 mile that is severe enough to cause precipitation, lightning, or very heavy winds.

20—Sky Call (F) Caster may use any of the lower level spells on this list, but at a range of 1 mile radius.

25—Temperature Control (F) Caster can alter the temperature by 1°/10 minutes up to a number of degrees equal to the caster's level.

30—Storm Call (F) Caster may call forth a storm of any type with maximum wind speeds equal to twice his level, and an intensity according to his desires: effects will vary according to circumstances (and the gamemaster's discretion). Example: a 30th level caster could summon a lightning storm with intense rain and constant wind speeds of up to 60 mph: the gamemaster may wish to have random rolls to determine possible lightning strikes vs exposed targets. Can be delayed up to 1 hour/level after cast.

50—Weather Mastery (F) Caster may dictate the weather conditions in the area, modifying wind speed by ± mph times his level, and setting the level of intensity for fog, cloud cover, etc. Caster may call for shifts in the patterns as he concentrates but the change will take at least 1 minute.

David Mullin

MYSTIC ARMOR

ARCANE

Note: *This list provides the flavor of the magic-wielding armored cavalier. Noble Armor, a similar list, focuses on leather armor, but this list is meant for the wearer of chain or plate. It could be a Base list of a Paladin, Noble Warrior, Warrior Cleric, or even a Warrior Mage. It might be too powerful to be a Warrior Mage base list, but that would depend on the type of campaign that was being run (one option would be to only allow Warrior Mages to learn the first 5 or 10 spells).*

Multiple spells from this list may be active on the caster's armor or shield (although only one of each type). Shield Blow *spells are only useful against melee and missile attacks that the target is aware of. If the caster is ambushed or attacked from the rear or unable to get the shield in position to intercept the blow (e.g., shield wedged in an opening, an opponent has a hold of the shield, etc.), the* Shield Blow *spell is of no use. All spells marked ¥ require that the caster have cast the* Armor Vigil *spell on the armor first.*

	Area of Effect	Duration	Range
1—Armor Vigil	armor	P	5′
2—Barding	1 steed	1 min/lvl	touch
3—Transcend Armor I*¥	armor	1 rnd/lvl	self
4—Armor Maneuver I*¥	armor	1 min/lvl	self
5—Shield Blow I	shield	1 min/lvl	self
6—Armored Robes	cloth	1 min/lvl	self
7—Transcend Armor II*¥	armor	1 min/lvl	self
8—Armor Maneuver II*¥	armor	1 min/lvl	self
9—Armored Chain¥	armor	1 min/lvl	self
10—Shield Blow II	shield	1 min/lvl	self
11—Armored Plate¥	armor	1 min/lvl	self
12—Armor Maneuver III*¥	armor	1 min/lvl	self
13—Mystic Chain¥	armor	1 min/lvl	self
14—Transcend Armor III*¥	armor	10 min/lvl	self
15—Shield Blow III	shield	1 min/lvl	self
16—Armor Maneuver IV*¥	armor	1 min/lvl	self
17—Mystic Plate¥	armor	1 min/lvl	self
18—Bless Armor¥	armor	V	touch
19—Shield Blow IV	shield	1 min/lvl	self
20—Noble Armor*¥	armor	10 min/lvl	self
25—Shield Blow True	shield	1 min/lvl	self
30—Maneuver True*¥	armor	10 min/lvl	self
35—Transcend Armor True*¥	armor	1 hour/lvl	self
40—Bless Armor True¥	armor	V	touch
45—Mystic Armor¥	armor	1 min/lvl	self
50—Noble Armor True¥	armor	10 min/lvl	self

1—Armor Vigil (F) This spell must be cast on a particular suit of armor before any of the other *Armor* spells can be used onit. The duration of the vigil is dependent on the strength of the enchantment (if any) of the armor (1 hour base, plus 1 hour per +10 bonus if enchanted).

2—Barding (F) After this spell is cast, any armor spell effects from this list will also apply to the caster's steed as well. This effect will last only as long as the caster in contact with his mount.

3—Transcend Armor I (F*) Allows the caster to ignore the modifiers to ESF (*Spell Law*, Sec. 10.9) due to armor type, helmet carried, and equipment carried for this spell and any other spells cast within the duration of the spell.

4—Armor Maneuver I (F*) Allow the caster to reduce the modifier due to armor type by 10. This applies to Maneuver Modifications, Missile Attack Penalties, and Quickness Penalties.

5—Shield Blow I (F) Allows the caster to use his shield to automatically intercept the next attack (melee or missile) that delivers a critical. The attack may not be from the rear. The critical strike will be changed to reflect this (e.g., a neck strike would be lowered on the chart until it became a shield arm strike or no location is listed).

6—Armored Robes (F) Allows the caster to increase the AT of the normal clothing he is wearing to AT/4.

7—Transcend Armor II (F*) As *Transcend Armor I*, except for duration.

8—Armor Maneuver II (F*) As *Armor Maneuver I*, except the modifier is reduced by 20.

9—Armored Chain (F) This will increase the AT of a suit of Chain (ATs 13-16) by 4 .

10—Shield Blow II (F) As *Shield Blow I*, except the critical is lowered one degree of severity.

11—Armored Plate (F) This will make Plate armor immune to armor-cutting weapons and adds +10 to the DB of the wearer of the armor.

12—Armor Maneuver III (F*) As *Armor Maneuver I*, except the modifier is reduced by 30.

13—Mystic Chain (F) As *Armored Chain*, except critical strikes made against this armor are reduced by degree of severity.

14—Transcend Armor III (F*) As *Transcend Armor I*, except for duration.

15—Shield Blow III (F) As *Shield Blow I*, except the critical is lowered two levels in severity.

16—Armor Maneuver IV (F*) As *Armor Maneuver I*, except the modifier is reduced by 40.

17—Mystic Plate (F) As *Armored Plate*, except all critical strikes made against this armor are reduced by one level.

18—Bless Armor (F) This spell will allow one spell from this list to be place on the suit of armor of the caster. The spell will be stored in the item until the caster wills it to go into effect. While this spell is in effect no other spells from this list may be cast on the item or the stored spell will go into effect.

19—Shield Blow IV (F) As *Shield Blow I*, except the critical is lowered three degrees in severity.

20—Noble Armor (F*) As *Armor Maneuver IV* and *Transcend Armor I*, except for duration.

25—Shield Blow True (F) As *Shield Blow I*, except the critical is lowered four degrees in severity.

30—Maneuver True (F*) As *Armor Maneuver I*, except the duration and the modifier is reduced by 40.

35—Transcend Armor True (F*) As *Transcend Armor I*, except for duration.

40—Bless Armor True (F) As *Bless Armor*, except two spells may be stored.

45—Mystic Armor (F) As *Mystic Plate* (or *Mystic Chain*), except all melee and missile criticals are reduced two levels. This spell has no effect if the caster uses large or super-large critical tables.

50—Mystic Armor True (F) As *Noble Armor* and *Mystic Armor*, except all melee, missile, and elemental criticals are reduced by three degrees of severity.

David Blank

WOOD GUARDIAN

SPECIAL

Note: *This list is a version of Guardian's Ways for enchanted woods. It enables the caster to call on the spirit of the forest to focuses the forest and its defenders against the transgressors. Rather than having a specific enemy, this list is only usable in enchanted woods (or the borderlands) against intruders who try to enter the forest uninvited.*

	Area of Effect	Duration	Range
1—Guardian Attack I	self	1 rnd/lvl	self
2—Detect Intruder I	100' R	1 min/lvl	50'
3—Hidden Eyes I	10' R	10 min/lvl	100'
4—Clear Shot I	self	1 rnd/lvl	self
5—Path Close I	1 path	10 min/lvl	100'
6—Summon Defender I	1 mi R	1 rnd	self
7—Path Open I	10' R	10 min/lvl	10'
8—Thicket Walking	1 target	1 min/lvl	10'
9—Detect Intruder II	100'/lvl R	1 min/lvl	50'
10—Path Close II	1 path	1 hr/lvl	100'
11—Guardian Attack II	self	1 rnd/lvl	self
12—Clear Shot II	self	1 min/lvl	self
13—Forest Cloak	self	10 min/lvl	self
14—Hidden Eyes II	20' R	1 hr/lvl	100'
15—Summon Defender II	1 mi/lvl R	1 rnd	self
16—Path Open II	20' R	1hr/lvl	10'
17—Detect Intruder III	1000'/lvl R	1 min/lvl	self
18—Mass Traceless Passing	1 target/lvl	1 min/lvl (C)	10'
19—Path Close III	1 path	1 day/lvl	100'
20—Lord Guardian Attack	self	1 rnd/lvl	self
25—Forest Fury	self	1 rnd/lvl	self
30—Forest Guardian	1 Guardian	1/rnd/lvl	10'
40—Lord Hidden Eyes	1 mi R	10 min/lvl	500'
50—Forest Walk	1 rnd/lvl	1 mi	100'/lvl

1—Guardian Attack I (F) Caster gains +10 OB to melee and missile attacks against all intruders.

2—Detect Intruder I (P) By attuning himself to the forest, the caster can sharpen his senses to detect any who are not of the forest. He becomes aware of the presence of any intruders in the area and in which direction they are.

3—Hidden Eyes I (F) Allows the caster to focus the attention of the spirit of the forest to the presence of the intruders. This will have several effects. Any detection spells used to try to find if anyone is watching will always show positive (this will also make it rather difficult if not impossible to find anyone who really is). All target(s) must try to resist a spell with a level equal to the caster. If they fail to resist, then for the duration of the spell they will start to feel as if they are being watched for as long as they remain in the forest. This feeling also gives a -25 mod to all sense ambush (or related perception skill) rolls as the target starts to feel unsure of his senses. Most wildlife will either avoid the intruders or be actively hostile. Note that the caster is not casting the spell at the targets; it is the effect of the attention of the spirit of the forest. However, the level of the caster is used to determine the resistance roll, since the spirit of the forest will give more attention to higher level casters.

4—Clear Shot I (F) By attuning himself to the forest, the caster will only suffer half the normal penalties for firing though any brush in which the target has taken cover or might be hiding.

5—Path Close I (F) With the aid of the spirit of the forest, a path becomes harder to follow by all those under the effect of a *Hidden Eyes* spell (whether they resisted or not). The path will seems to become overgrown, and successful tracking rolls may be needed to stay on the path. The forest will also become immune to any form of path finding spells. The path is affected for 100' per level of the caster. Travel time along the path is doubled, or equal to normal movement along the forest, whichever is less.

6—Summon Defender I (P) Any forest defenders in the area of effect will know the current location of the caster and that they are needed.

7—Path Open I (F) Allows the caster to attune himself and those around him to the forest. The forest floor will seem to rise up to meet their steps, while branches will seem to bend aside for them to pass. Both the caster and all with him must concentrate to maintain the spell. The group must also remain with the caster. For the duration of the spell, they can move though the forest as if on a road (for strategic and tatical movement purposes).

8—Thicket Walking (F) The target can walk though the thickest forest as if it were normal open ground.

9—Detect Intruder II (P) As *Detect Intruder I,* except for area.

10—Path Close II (F) As *Path Close I,* except for area (1000'/lvl) and duration.

11—Guardian Attack II (F) Caster gains +20 OB to melee and missile attacks against all intruders.

12—Clear Shot II (F) As *Clear Shot I,* except for duration.

13—Forest Cloak (F) The caster becomes undetectable by magic for the duration of the spell as long as he is within the forest.

14—Hidden Eyes II (F) As *Hidden Eyes I,* except for area and duration.

15—Summon Defender II (F) As *Summon Defender I,* except for area.

16—Path Open II (F) As *Path Open I,* except for duration.

17—Detect Intruder III (P) as *Detect Intruder I,* except for area.

18—Mass Traceless Passing (F) Caster (and other targets) can walk without leaving tracks or other visible signs of of their passing.

19—Path Close III (F) As *Path Close I,* except for area (1 mi/lvl) and duration.

20—Lord Guardian Attack (F) Caster gains +30 OB to melee and missile attacks against all intruders.

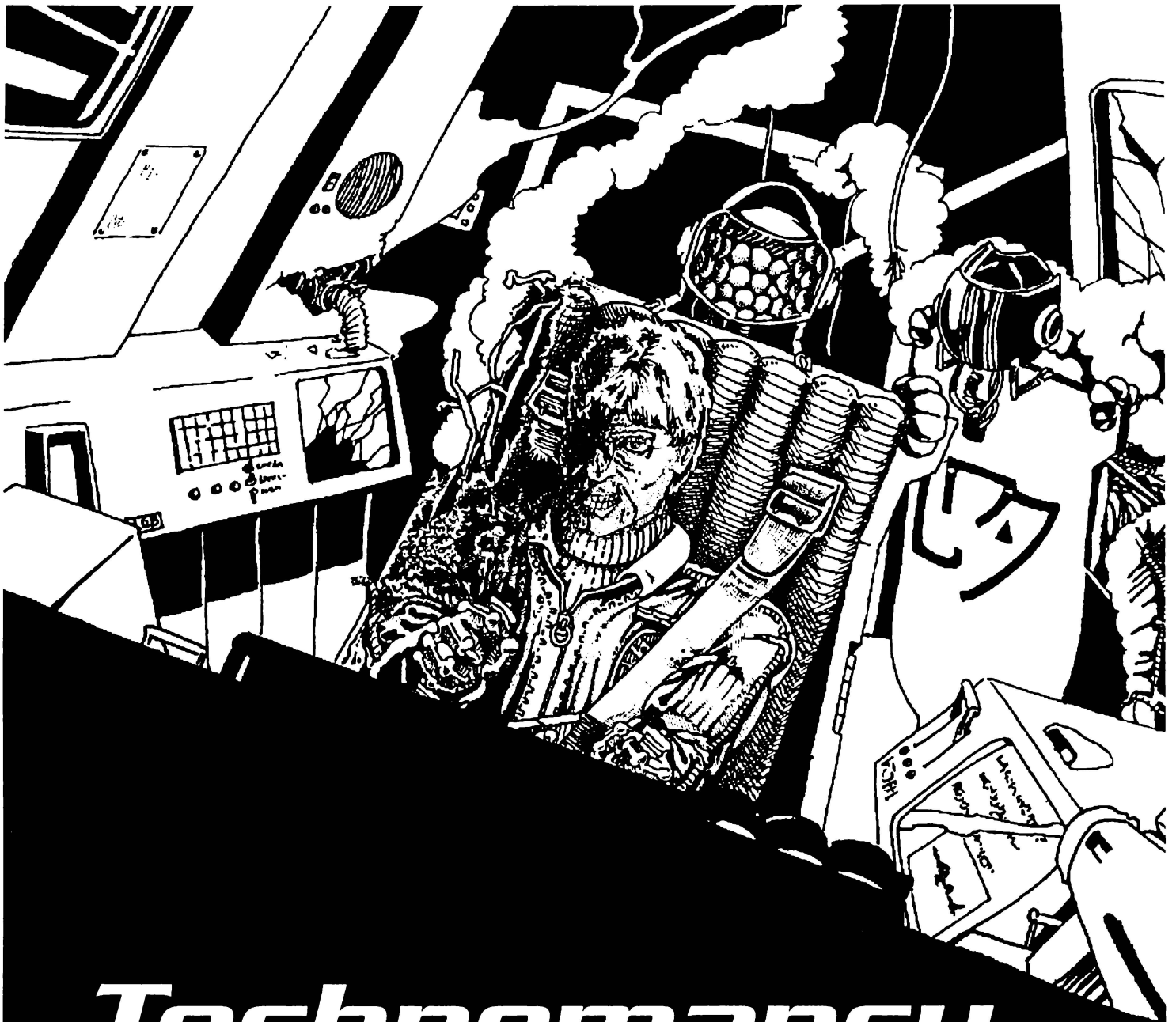
25—Forest Fury (F) Caster is possessed with the fury of the forest spirit against the intruders. The caster's strength is increased such that all concussion damage is doubled and his OB is increased by 10. The caster's mind is shielded by the forest's fury such that all fear and mind control attempts are resisted at +50.

30—Forest Guardian (F) A Guardian Tree (a special tree containing a spirit sworn to protect the forest) may be activated. It will move to attack the intruders until commanded to return to its place of rest or the spell ends. For the duration of the spell, treat the tree as a Slowroot (*C&TI,* sec. 2.39).

40—Lord Hidden Eyes (F) As *Hidden Eyes I,* except for area.

50—Forest Walk (F) This causes a Guardian Tree and the surrounding forest to rise up and walk. The forest will move at the rate of 60' per round.

David Blank



Technomancy, Cyberspells, and Magitech

Part 1

Aldus gripped the firing mechanism of the Nighthawk's formidable splatterguns. His spells had already made the craft invisible to visual and electronic detections, but if any of the crew of the Epping gunboat looming ahead of him had any detection spells going, they would certainly obliterate him with a missile salvo before he could ever fire his own weapons.

His free hand continued to ritualistically form the somatic gestures that he required to aid him in manipulating the Essence. The power was thinner out here in the void of space, but he was close enough to the Gravity/Essence well of the planet Erepodi to still power his spells.

Finishing the incantation, he drew forth the Essence around him and channeled it into the targeting computer of the splatterguns. Through the neural link which connected his mind directly with the scanners on the craft, he could sense that the Epping was not reacting to his approach. The anticipation of his attack swelled within him, as his shoulders tightened around his neck and bile filled his throat.

Reaching a position only three klicks away from his target, he squeezed the trigger and fired all six of the Nighthawk's weapons, his magical manipulations increasing the potency, and hopefully accuracy, of the shot. The pulse hit the gunboat dead on, and Aldus could see energy ripple throughout the craft's hull as he flew over top of, and passed his enemy.

Its shields must be down, he reasoned, but how much internal damage did it take?

The reply came quickly as pulse lasers lanced out from the gunboat, striking Aldus's now-visible ship. His protective spells shielded the fightercraft, but he knew they would not hold up to another barrage. The Epping's gunners must have magically or cybernetically enhanced reflexes to get shots off so quickly.

I am in trouble.

Quickly drawing forth the ethereal Essence around him, he spoke a word of power which instantly reoriented the facing of his ship. Another spell allowed him to mentally aim and fire the weapons again while still maintaining an erratic flight path in order make himself a difficult target. In a blinding flash from a silent explosion, Aldus saw that this time, his splatterguns had made a far more critical strike upon the Epping. Completely destabilized, the enemy craft plummeted towards the planet below, striking the outer atmosphere like a diver into a pool of water, splashing friction-generated heat and flame all around its hull.

This was not what Aldus had wanted. Information concerning the foci for the Summoning Ritual were within the mainframe of that gunboat. He had wanted — no, needed — to subdue the craft, not send it hurtling towards its doom.

There was only one course of action, although it was so risky that he couldn't believe he had even thought of it. Using their telepathic link, he woke Xz'allq, his demon familiar who was currently inhabiting the craft's flight computer.

~ Xz'allq, he communicated, as inheritor of the Sacred Will and a member of the Packlords, I must be obeyed — you know that.

~ YESSS... The demon's mind was unsettling to contact, but his assistance was invaluable.

~ You must pilot the craft while I am gone and do everything in your power to protect it and myself.

~ YES, OH GREAT PACKLORD. YOUR WILL IS MY REALITY.

There was so much malice and deceit within the demon's mind, Aldus never knew when he would twist his commands against him. There was, however, no time to worry over that now.

As soon as the Nighthawk's turbulent entry into Erepodi's atmosphere was completed and the flight stabilized, Aldus prepared the spell which would hurl his mind from his body and into the communication web which surrounded the planet. Could he possibly make it through that electronic, otherworldly Webrealm in time to reach the computer of the Epping? He would know, one way or another, in just a few seconds...

Technomancy is the combination of magic and technology (preferably high technology). It is a subject glossed over or ignored in most games. Many authors dismiss the idea altogether by saying the two are totally incompatible. Maybe this is done in the name of game balance. Maybe it's done because of a lack of initiative. For whatever reason, technomancy is pretty much virgin territory. Don't ignore its potential uses in your game.

This is the first of a two-part article dealing with technomagic spell lists, items, and other applications.

A Strange Union

Technomancy, or Cybermagic, being the combination of magic and technology, is greater than either alone. Unfortunately, it works only in certain settings. Both magic and high technology must exist, and they must have coexisted for quite some time. It was developed by mages and technicians (or mage-technicians) that were quite familiar with both forces. Presumably, as technology and magical knowledge grew, so did technomancy (i.e., it did not crop up overnight).

Settings like FASA's *Shadowrun*, Paladium's *Rifts*, converted to ***Rolemaster***, of course, or a campaign set in the distant past of *Dark Space* are ideal for Technomancy. It is the logical fusion of ***Space Master*** and ***Rolemaster***.

It should be fairly obvious, especially when reading through the spell lists, that technomancy is more powerful than just magic alone. The power of the spells is also dependent upon the technology that accompanies them. A Potency spell cast upon a grenade is much different than a Potency spell cast upon an anti-matter torpedo or a thermonuclear device. Some GMs may find this unbalancing, and they should alter everything to suit their needs.

Cyberspace

Much of the material presented here assumes the existence of a computer-based artificial reality called Cyberspace. This computer net is also accessible by magic—much in the same way any astral plane would be. There spells and computer programs would be virtually identical, as would demons/spirits/gods and artificially intelligent computers.

Technomagic Spell Lists

These lists have not been designated as Open, Closed, or Base, nor has their realm been specified. This is because of the great number of different ways they can be used in a campaign. If used in a science fiction campaign where magic is quite rare, perhaps a Technomancer profession should be developed (maybe even as the only spell using class that exists) and these lists should be treated as base lists. If in a science fantasy game where magic and technology are equally common, these lists could be closed lists of any realm, although they are designed to be similar to Essence lists specifically.

Due to the need for various technician skills to utilize many of these spells effectively, a Technomancer should possess a good knowledge of mechanical, computer, electronic, cybernetic, and other systems, as well as magical skills. For this reason, a Technomancer is also called a Mage-Technician or Magitechnician.

Cyber Ways

Technomancy

Note: *Use of the Technokinesis spells to repair or create technological items requires the intricate working knowledge of those particular items.*

	Area of Effect	Duration	Range
1—Cyber to flesh	Cyberskin	varies	T
2—Technokinesis	five pounds	1 min/lvl	10'
3—Techno-arm	arm-sized mass	1 rnd/lvl (C)	100'
4—Cyberskin	Self	1 min/lvl	Self
5—Technokinesis	varies	1 min/lvl	10'
6—			
7—Cybergraft	varies	1 min/level	Self
8—Technokinesis	varies	1 min/lvl	10'
9—Cyber Armor I	Self	1 min/level	Self
10—Cyberlimb	1 limb	1 min/level	Self
11—Technokinesis	varies	1 min/lvl	10'
12—True Cyberskin	Self	P	Self
13—Cyberarmor II	Self	1 min/lvl	Self
14—Technokinesis	varies	1 min/lvl	10'
15—Cybergear	varies	1 min/level	Self
16—Cyberarmor III	Self	1 min/lvl	Self
17—Technokinesis	varies	1 min/lvl	10'
18—True Cyberarmor I	Self	P	Self
19—True Cybergear/limb	varies	P	Self
20—Lord Technokinesis	varies	1 min/lvl	100'
25—True Cyberarmor II	Self	P	Self
30—Technokinesis True	varies	1 min/lvl	1000'/lvl
50—True Cyberarmor III	Self	P	Self

1—Cyber to Flesh (F) Changes any Cyberskin or Cyberarmor (see below) so that it looks like normal flesh (5% chance of perceiving its true nature). This includes any attachments given to the skin or armor by the use of other spells on this list. It lasts as long as the skin or armor it is concealing. Note that this spell can also be used on cybernetic limbs or other attachments placed on a body in more "conventional" ways. If this is the case, the spell duration is 24 hours.

2—Technokinesis (F) This spell will allow the caster to manipulate circuitry, wiring, mechanisms, casings, etc. within a technological item. Virtually any portion of a high tech item can be manipulated, regardless of that particular portion's function (i.e., even the outer hull of a hovercraft could be effected even though it is just a solid piece of plasteel). The total amount of material manipulated cannot exceed five pounds. Use of this spell will give anyone already possessing the proper technician skills a +25 bonus to repairing items of this nature. It can also be used to construct items from spare parts, if the duration is long enough.

If used as an attack to make an item cease functioning, such as an opponent's blaster or an out of control robot, the target must make an RR based on the level of the spell (not the caster). A failed RR means a minor malfunction has occurred.

3—Techno-arm (F) Causes an arm-like construct to come forth from one large machine (at least equal to caster's mass). This arm will mimic the exact same movements of the caster's arm, with the same amount of manual dexterity and skill that the caster has. Note, however, that the caster must be able to see the arm and what it is doing to accomplish any goals. It can make attacks just as the caster would, but at a -25 penalty due to its lack of mobility (it's connected to a large machine).

4—Cyberskin (D) Causes five pounds of metal, circuitry, etc. to flow from their present location (caster must be touching) and onto the caster's body covering him like a second skin. This skin gives the caster AT 3 and a +5 bonus to any action using, repairing, or interfacing with a machine.

5—Technokinesis (F) As *Technokinesis*, above, except that up to 10 pounds of material can be manipulated **or** up to five pounds of "tech stuff" (wiring, circuitry, casings, etc.) can be quickly (10 rounds minus one half of caster's level, minimum one round) rearranged so that it functions as a different tech item. For example, a blaster pistol could be rearranged so as to function as a two-way communicator, but no longer as a blaster. If this second option is chosen, the spell duration is only as long as it takes to rearrange the material.

7—Cybergraft (P) Joins an existing piece of equipment (flashlight, communicator, laser pistol, etc.) to either Cyberskin or Cyberarmor. The device can then be operated mentally, but it does not gain any additional capabilities or benefits. The device can be grafted anywhere on the body.

8—Technokinesis (F) As *Technokinesis*, above, except that up to 20 pounds of material can be manipulated **or** 10 pounds can be quickly rearranged.

9—Cyberarmor I (D) As *Cyberskin*, above, except that the armor gives AT 12, and a +10 bonus to using machines.

10—Cyberlimb (U) This spell creates a leg or arm out of Cyberskin or Cyberarmor. This limb can be extra, or can serve as a replacement limb. It is controlled by the caster as if it were his own. The limb has a +5 Strength, Agility and Quickness bonus, if applicable.

11—Technokinesis (F) As *Technokinesis*, above, except that up to 50 pounds of material can be manipulated **or** 20 pounds can be quickly rearranged.

12—True Cyberskin (D) As *Cyberskin*, above, except the duration is permanent.

13—Cyberarmor II (D) As *Cyberskin*, above, except that the armor gives AT 18, and a +15 bonus to using machines.

14—Technokinesis (F) As *Technokinesis*, above, except that up to 100 pounds of material can be manipulated **or** 50 pounds can be quickly rearranged.

15—Cybergear (U) As *Cyberlimb*, above, except any one sort of cybernetic device can be created from the Cyberskin or Cyberarmor. Examples include replacement organs, weapons, sensory equipment, etc. It is strongly recommended that the GM be very stingy with what he allows this spell to create. The device should be one well known to the caster.

16—Cyberarmor III (D) As *Cyberskin*, above, except that the armor gives AT 20, and a +20 bonus to using machines.

17—Technokinesis (F) As *Technokinesis*, above, except that up to 500 pounds of material can be manipulated **or** 100 pounds can be quickly rearranged.

18—True Cyberarmor I (D) As *Cyberarmor I*, above, except duration is permanent.

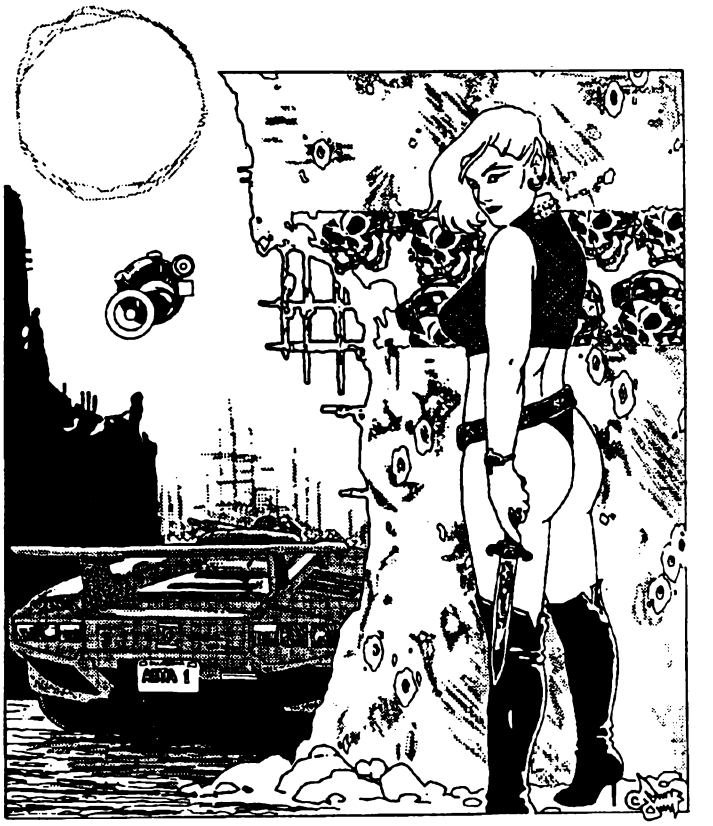
19—True Cybergear/limb (U) As *Cyberarmor* or *Cybergear*, above, except duration is permanent.

20—Lord Technokinesis (F) As *Technokinesis*, above, except that up to 10 pounds per level of material can be manipulated **or** 5 pounds per level can be quickly rearranged. Also note the longer range.

25—True Cyberarmor II (D) As *Cyberarmor II*, above, except duration is permanent.

30—Technokinesis True (F) As *Lord Technokinesis*, above, except for the increased range.

50—True Cyberarmor III (D) As *Cyberarmor III*, above, except duration is permanent.



Magic/Tech Blending

Technomancy

	Area of Effect	Duration	Range
1—Roboid Familiar	1 robot	P	10'
2—			
3—Computer Link	1 computer	C	10'
4—Sense Through Tech	1 machine	1 min/lvl (C)	100'
5—Invis. to Machines	1 target	24 hours	T
6—Mental Link	1 machine	C	50'
7—Mechanical Facade●*	Self	C	Self
8—Sense Conduit	1 machine	C	T
9—Sense Through Tech	1 machine	1 min/lvl (C)	1000'
10—Computer Control	1 computer	10 min/lvl	T
11—Mechanical Shape	Self	10 min/lvl	Self
12—Mech. Multiplier II	1 battery	24 hrs	T
13—			
14—Sense Through Tech	1 machine	1 min/lvl (C)	1 mile
15—Mental Access	1 computer	C	T
16—Casting Conduit	1 machine	–	T
17—			
18—Mech Multiplier III	1 battery	24 hrs	T
19—Cast Through Tech	1 machine	–	varies
20—Sense Through Tech	1 machine	1 min/lvl	1 mile/lvl
25—Mech Multiplier IV	1 battery	24 hrs	T
30—Mech. Shape True	Self	10 min/lvl (C)	Self
50—Sense Through Tech	1 machine	1 min/lvl (C)	Unlimited

1—Roboid Familiar (M) This spell functions exactly like the spell *Familiar* on the Closed Essence list Gate Mastery, except that a small robot (1/10 caster's mass) can be made into a familiar.

3—Computer Link (M) Allows caster to link up with a computer mentally, so that no terminal or other intermediary device is needed. Caster must then use his computer skills or other spells on this list to actually accomplish anything.

4—Sense through Tech (I) Allows caster to transfer one sense (sight, hearing, etc.) to a machine. Caster can then use that sense normally, through the machine. Where applicable, this gives a +5 bonus, such as when "seeing" through the barrel of a gun when firing.

5—Invisibility to Machines (F) Target cannot be perceived by machines in any way (visually, radar, scanners, etc.).

6—Mental Link (M) Caster establishes a mental link with a machine. If caster knows how the machine is operated, caster can use the machine as if it were in his possession (i.e., fire a gun, turn on a light, etc.). The results depend on the situation (the aforementioned gun cannot actually be aimed through use of this spell, only fired). Intelligent machines, such as computers, cannot be controlled unless proper skill rolls are made, i.e., whatever skills rolls that would be necessary to accomplish the task were the caster doing so manually.

7—Mechanical Facade (MF*•) Caster appears to be a machine (of the caster's choice) to all detection, presence, and similar spells, as well as to scanners, radar, and other technological detection.

8—Sense Conduit (I) Allows caster to transfer one sense (sight, hearing, etc.) through a technological conduit, such as a phone line. The sense must be centered on the end of the conduit (note: there may be many "ends"), not anywhere in the middle. Caster must know the destination before casting the spell.

> **Example:** *Secharin lives on the colony on LiGharin IV. He casts Sense Conduit (specifying hearing) on his phone, and sends it down the phone line. Secharin cannot specify placing the sense somewhere along the phone line, but he can choose anywhere in the colony where he knows there is a phone, such as his enemy's office, a public phone on the street corner, or the Duke's home.*

The GM may wish to impose a range limit on this spell if the world has an extensive "conduit" system that could be exploited, such as a world-wide phone network. Extremely generous GMs may let characters use this spell through transmissions (such as over radio, television, or interstellar tachyon waves). This is only recommended for high-power campaigns.

9—Sense Through Tech (I) As above, except for the greater range. If caster cannot see the target machine, he must at least know its approximate location.

10—Computer Control (M) Allows caster to control the actions (somewhat like a *Suggestion* spell, q.v.) of a computer, android, or robot.

11—Mechanical Shape (F) Caster appears to be a machine to all five senses. Caster gains none of the machine's abilities.

12—Mechanical Multiplier II (F) Allows caster to draw power from one battery (or similar technological power source) to multiply his power points by two (i.e., it is a x2 PP multiplier). Caster must be touching the source to gain any benefit.

14—Sense Through Tech (I) As above, except for the greater range. If caster cannot see the target machine, he must at least know its approximate location.

15—Mental Access (M) While touching a computer, the caster can use the computer's memory and processing capabilities as if they were his own. This allows the caster to correlate facts and process information at an incredible rate. The exact limits and benefits are left up to the GM.

16—Casting Conduit (F) If cast directly before *Sense Conduit*, the caster will have the ability to cast spells (except elemental attack spells) through the conduit to the same "end" as the Sense Conduit spell. All RRs versus these spells have a +20 bonus, +30 if the sense specified is not "sight."

18—Mechanical Multiplier III (F) As *Mech. Multiplier II*, above, except the battery becomes a x3 PP multiplier, or a x2 multiplier while it is powering a device (for example, a hand scanner power pack could be a x2 multiplier while still powering the scanner).

19—Cast Through Tech (F) If cast directly before a *Sense Through Tech* spell, the caster can also cast spells through the machine.

20—Sense Through Tech (I) As above, except for the greater range. If caster cannot see the target machine, he must at least know its approximate location.

25—Mechanical Multiplier IV (F) As *Mech. Multiplier III*, above, except the battery becomes a x4 PP multiplier, or a x3 multiplier while it is powering a device.

30—Mechanical Shape True (F) As *Mechanical Shape*, above, except that the caster gains the abilities of the machine. Caster must have a good working knowledge of the machine to be imitated.

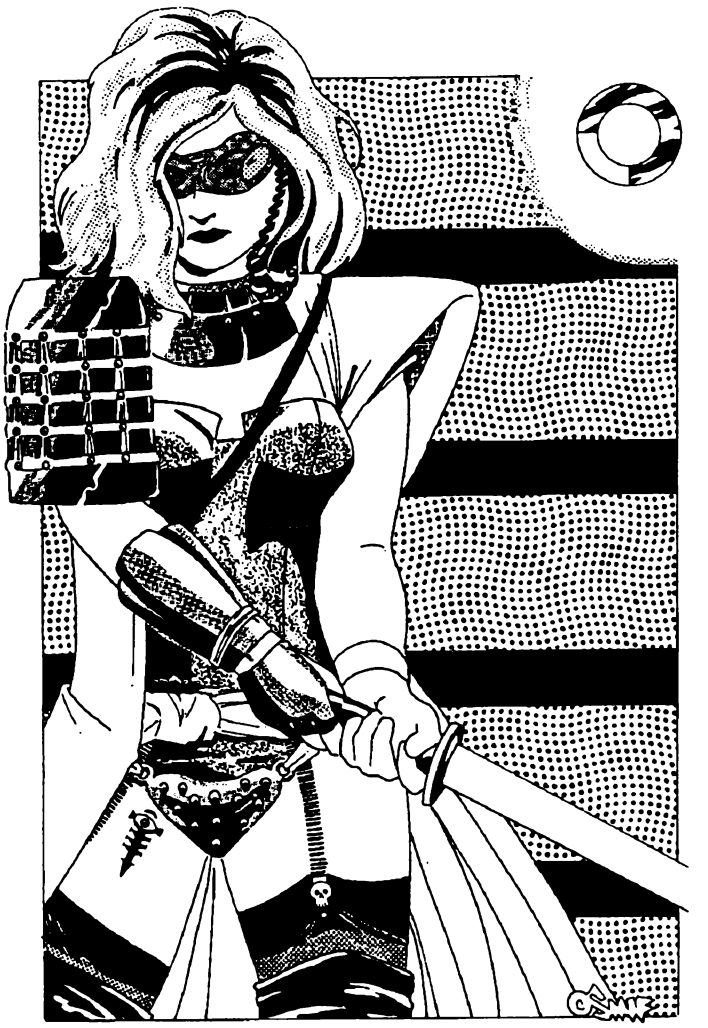
50—Sense Through Tech (I) As above, except the range is unlimited. If caster cannot see the target machine, he must at least know its approximate location.

Tech Enhancement

Technomancy

Note: *GMs should be very strict in their definition of a machine for purposes of this list. Normal swords, shields, etc., should not be affected by these spells (power swords and energy shields are another matter, of course...)*

	Area of Effect	Duration	Range
1—Cleanse	1 machine	–	T
2—Enhancement I	1 machine	1 rnd	T
3—			
4—Repair I	1 machine	–	T
5—Speed	1 machine	1 rnd	T
6—Enhancement II	1 machine	1 rnd	T
7—Pulse	1 weapon	1 rnd	T
8—Potency	1 machine	1 rnd	T
9—Repair II	1 machine	–	T
10—Enhancement III	1 machine	1 rnd	T
11—Long Enhance.	1 machine	1 rnd/lvl	T
12—			
13—Repair III	1 machine	–	T
14—Enhancement IV	1 machine	1 rnd	T
15—Long Speed	1 machine	1 rnd/lvl	T
16—Long Pulse	1 weapon	1 rnd/lvl	T
17—Repair IV	1 machine	–	T
18—Enhancement V	1 machine	1 rnd	T
19—Long Potency	1 machine	1 rnd/lvl	T
20—Lord Enhance.	1 machine	1 rnd/lvl	T
25—Repair True	1 machine	–	T
30—Enhance True	1 machine	1 rnd/lvl	T
50—Mass Enh. True	1 machine/lvl	1 rnd/lvl	100'



1—Cleanse (F) Cleans one machine, also alleviates jams and fixes Routine malfunctions.

2—Enhancement I (F) Machine is treated as being a +5 magical item next round.

4—Repair I (F) As *Cleanse*, above, except a Light malfunction can be repaired.

5—Speed (F) Machine is made to function as twice normal speed next round. Vehicles go twice as fast, weapons can be fired twice as fast, etc. This spell would function as a *Haste* spell for robots, androids, etc.

6—Enhancement II (F) As *Enhancement*, above, but machine is at +10.

7—Pulse (F) Technological weapon delivers twice normal concussion hits next round.

8—Potency (F) Machine has twice normal range, strength, area of effect, etc., next round. This spell does not increase speed or damage (but does increase about everything else).

9—Repair II (F) As *Cleanse*, above, except a Moderate malfunction can be repaired.

10—Enhancement III (F) As *Enhancement*, above, but machine is at +15.

11—Long Enhancement (F) As *Enhancement*, above, but duration is 1 rnd/lvl.

13—Repair III (F) As *Cleanse*, above, except a Severe malfunction can be repaired.

14—Enhancement IV (F) As *Enhancement*, above, but machine is at +20.

15—Long Speed (F) As *Speed*, above, but duration is 1 rnd/lvl.

16—Long Pulse (F) As *Pulse*, above, but duration is 1 rnd/lvl.

17—Repair IV (F) As *Cleanse*, above, except a Very Severe malfunction can be repaired.

18—Enhancement V (F) As *Enhancement*, above, but machine is at +25.

19—Long Potency (F) As *Potency*, above, but duration is 1 rnd/lvl.

20—Lord Enhancement (F) As *Long Enhancement*, except bonus is +5 per five levels of the caster.

25—Repair True (F) As *Cleanse*, above, except an Extremely Severe malfunction can be repaired.

30—Enhancement True (F) Combines the effects of *Long Speed, Long Pulse, Long Potency* and *Long Enhancement.*

50—Mass Enhancement True (F) As *Enhancement True*, above, but it affects one machine per level of the caster.

Next issue: A list concerning Cyberspace, an anti-tech list, special spells for effecting starships and other vehicles, rules for android and computer spellcasters, creating magical technological items and weapons (Magitech), sample Magitech items, Cyber-runes, scenario ideas, Magitech creatures (Cyberdemons, Technovampires, etc.) and for you *Dark Space* fans (whoever you may be) Softech/Hardtech/Magic combinations.

Monte Cook

The Space Master Armory

Magnatronic Key - Model 311

A little device slightly larger than a good-size pen. It boasts the latest in technology for defeating electronic locks, traps, etc., as well as providing excellent detection capabilities for locating electronic bugging, sensor, and electronic detonation devices. However, unlike its predecesors, the Model 311 also allows onsite reprogramming or "fooling" of said devices. While this does not allow you to completely reprogram the device in question, you can deactivate it or cause the device to always report a given condition (i.e. cause a sensor to always report nothing):

Use of the device requires partial concentration; 1/4 action at most unless the device is simply in a "scramble" mode. Note: this will scramble local PC communications as well. The device can add:

- +25 to Electronic Countermeasures or jamming of sensing devices
- +15 to Reprogramming of certain devices via Computer Tech or Computer Crime
- +25 to Location of "bugging" devices via Locate/Set/Find/Remove Traps/Secret Opening Skill(s)
- +15 to Location of electronic sensing devices via Locate/Set/Find/Remove Traps/Secret Opening Skill(s)
- +25 to Electronic/Mechanical Lock Picking

Cost: (Classified).

Manufacturer: (Classified).

Flechette Pistol Model M99MFP

The Model M99MFP is a basic adaptation of the civilian model, which uses a standard light plastic polymer ammunition; the exception being that the M99MFP uses some sort of "organic" metal round which is launched via a compressed air burst, thus making the weapon virtually silent. The ranges of the M99MFP is reported to be significantly better than the civilian model, probably due to the heavier round which would not be so affected by air currents.

Little is known about the ammunition material, except that given a sufficient force behind it, a knife of the stuff would be able to cut through anything. What is not known is that the ammunition is "grown" and then shaped, and is one of the empire's most tightly guarded secrets. Only perhaps 50 people outside of the Emperor know the real origin of the ammunition. Also at certain ranges, the weapon has the ability to reduce armor type because of its extraordinary sharpness. All criticals are shrapnel.

Ron Merts

Charge Packet Gun

This restricted (and deadly) weapon fires small, highly ionized plasma charges. The unfortunate target is shrouded in a brilliant, coruscating pattern of electrical charges. The CPG is unfortunately loud, making a distinctive crackling sound. Although the CPG has an excellent range (comparable to laser weapons), is extremely reliable, and does a devastating amount of damage, its effectiveness is restricted against heavy armor types (-10 modifier versus ATs 9-12; -25 vs. ATs 13-16; -40 vs. ATs 17-20). Consequently, the CPG is seldom found in the hands of military or law-enforcement tactical personnel.

Mini CPG (*): Fires once per round on the Blaster Attack Table Mk.1. Power supply is a Weapon Cell.

CPG Pistol (*): Fires up to twice per round on the Blaster Attack Table Mk.2. Power supply is a Weapon Cell.

Assault CPG (†): Fires up to twice per round on the Blaster Attack Table Mk.3. Power supply is a Weapon Cartridge.

CPG Rifle (†): Fires up to twice per round on the Blaster Attack Table Mk.4. Power supply is a Weapon Cartridge.

Heavy CPG (‡): Fires up to twice per round on the Blaster Attack Table Mk.5. Power supply is a Weapon Pack.

Proxalert

A self-contained intrusion radar that looks like a white plastic box about 1 x 2 x 4cm. Once placed, it will operate for 96 hours on batteries, and transmit a signal and/or sound a 125db alarm when any man/child/large dog-sized target comes within a preset range (variable from 5-50 meters. The detection threshold for movement is about 1 meter per 30 seconds. A character who can complete an Extremely Hard maneuver (Ag/SD) has the coordination and willpower to move at this speed or slower through the detection area (which will likely take several minutes, depending on the detection range and how well the intruder knows the area).

These units are designed for temporary placement , and are well suited for guarding vehicles left in the open. If the intruder manages to approach a guarded object without being silently detected, any action he makes that causes motion (opening a door, etc.) will also require an Extremely Hard maneuver (Ag/SD) to avoid doing it too fast. .25kg, 1,500cr.

Fiberoptic Surveillance Unit

An abrasion-proof fiber-optic cable with an integral light source. This unit can be worked into narrow openings and crevasses to perform a visual inspection where normally it would be impossible, (inside vehicle bodies, gas tanks, walls, etc.). The field of view is quite narrow, and extends only several cm past the end of the .5m long device, but it is excellent for customs searches that would have otherwise required disassembly of a vehicle. Also, this device can be placed at the corner of a window, and provide a fish-eye view of an entire room, or be wormed up to a ventilation grille by means of a hole drilled elsewhere.

This unit is often used by bomb-disposal teams who suspect that the bomb may be set to detonate if an active scan is performed (thus making multiscanner use hazardous) .4kg, 175cr.

Sonic Tape

This is a small ultrasonic range finder/sonar device combined with a special-purpose microcomputer. It forms a keyring-sized device which is capable of calculating all the relevant construction parameters for a room or combination of rooms, including size, construction materials, and paint required. These calculations can be entered manually if the area is too large for the 50m maximum of the rangefinder.

Other applications possible with custom memory chip transplants include motion alarm bypasses, what explosives are required to produce a given effect, determining the location of visually shielded targets, mapping a room when lighting and/or more sophisticated scanners are not available, etc. .1kg, 500cr.

Police Web

A highly effective prisoner restraint system. While all forms of cuffs and conventional restraints allow some motion, when used in conjunction with a Police Web, their effectiveness increases tenfold. The device is in the form of a stylized black superconductor-cloth web seven feet across. When powered on, the web produces a local increase in gravity above it to a distance of ten feet. The gravity of the web can be increased in .5G increments to a maximum of eight Gs. Simply placing an otherwise restrained prisoner on the web and turning it on significantly reduces his escape chances. The web requires a microfusion reactor for power, but can also be plugged into most vehicle reactors. 10kg, $30,000.

Ross Henton

MASTER WEAPONS CHART

				RANGE (METERS)				RANGE MODIFIERS					
NAME	**TYPE**	**RATE**	**F**	**PB**	**SR**	**MR**	**LR**	**PB**	**SR**	**MR**	**LR**	**TABLE USED**	**POWER**
CHARGE PACKET GUN													
Mini CPG	1H Energy	1/rnd	4	1	5	10	15	+15	0	-30	-90	Blaster Mk.1	1 Weapon Cell
CPG Pistol	1H Energy	2/rnd	4	3	20	50	200	+15	0	-30	-90	Blaster Mk.2	1 Weapon Cell
Assault CPG	2H Energy	2/rnd	4	3	25	75	300	+15	0	-30	-90	Blaster Mk.3	1 Weapon Cartridge
CPG Rifle	2H Energy	2/rnd	4	3	30	100	400	+15	0	-30	-90	Blaster Mk.4	1 Weapon Cartridge
Heavy CPG	Sup Energy	2/rnd	4	5	100	500	2000	+15	0	-30	-90	Blaster Mk.5	1 Weapon Pack

				RANGE (METERS)				RANGE MODIFIERS							
NAME	**TYPE**	**RATE**	**F**	**PB**	**SR**	**MR**	**LR**	**PB**	**SR**	**MR**	**LR**	**TABLE USED**	**SHOTS**	**BURSTS**	**LOAD**
FLECHETTE PISTOL															
M99MFP	1H Proj	2 bursts	3	5	30	60	90	+10	-5	-30	-60	Sml Proj Mk.3	—	6	Mag
				AT REDUCTIONS											
				-8	-5	-2	-0								

CREATURES AND TREASURES

Type	Lvl	Base Rate	Max.Pace/ MN Bonus	Speed MS/AQ	Size/ Crit	Hits	AT (DB)	Attacks	# Enc.	Trea- sure	Bonus EP	Outlook (IQ)
Black Paladin	lOF	45	FSpt/20	Sl/FA	M/LA#	150E	Var.(70)	90 We/Spells/Special	1	t	F	Bellig (HI)
Grey Noble	8H	90	FSpt/10	MF,VF	M/II#	135G	1(60)	95 We/Spells/Special	1-3	i	F	Hostile (IN)
Crimson Guard	12H	200	Dash/30	FA/BF	M/L@	140A	20(40)	100 We/90 LBolt	1	-	E	Mission (MD)
Dergon	34G	220	FSpt/20	VF/VF	L/SL#	350H	20(40)	140HCl/110HBl/ Spells/Special	1	Uy	K	Hostile (AV)

Black Paladin: *Class VI; unaffected by puncture criticals; drains 3 Con pt/rnd after 3 rounds in 10 R (RR); 1-4 Paladin Spell lists with 3xlvl PP up to 10 lvl; 6 -7 tall.*

Black Paladins are undead who fell from grace whil alive, and were denied their proper place in the afterlife as punishment. In Unlife, they are cruel creatures who seek to conquer all they encounter. They are leaders and organizers of lesser undead, and often have Grey Nobles as trusted aides. AT differs from Black Paladin to Black Paladin as some wear armor, and others do not.

Physically, Black Paladins are hideous to look upon. Their skin has withered on their flesh, and their eyes have become things of green fire. Any armor they wear seems to corrode although its protection is not lost.

Grey Noble: *Class IV undead. As Black Paladin (above), except may cast 2xlvl in PP from 1-4 Noble Warrior spell lists up to 10 level; 5'6"-7' tall*

Grey Nobles are similar to Black Paladins in that they are fallen from grace. In most cases, they were evil nobles who fell prey to the promises of easy power from the unlife and have become trapped in the world they sought to dominate. Like Black Paladins, Grey Nobles have become shallow husks of their former apperance. They are grey, skeletal creatures with red glowing eyes. They often garb themselves in the finest clothing or armor available, and unlike the Black Paladins, their clothing and armor does not deteriorate.

Crimson Guard: *Softer wepaons must make a RR each time they deliver hits (wood -30, bone -40, iron -30, steel -10, mithril -10): immune to light and energy attacks; 7' tall.*

Crimson Guards are constructs that while not native to Shadow World, have been seen more frequently lately. They appear to be fully armored humanoids, with both hands missing. At the end of the left wrist, a globe rests. It is from this globe that the lightning bolt is fired. The right wrist ends flatly, but when engaged in combat, the end opens, and any weapon shorter than a bastard sword may emerge (broad to shortsword most commonly). Crimson Guards can fly by somehow negating the effects of gravity about them, and using their globe hands to fire lightning as propulsion. As of yet, no one knows who created the Crimson Guard, or who they serve.

Dergon: *Type V; breathes black fire (FBr: bolt range 400', cone length 100', cone base 50', causes cold and heat criticals); casts spells (4xlvl PP); immune to cold and heat; 18-25' tall, 35-50' wingspan.*

Dergons are cousins to demon drakes, but do not resemble them. They are creatures which stand on two black, scale-covered legs, have silvery underbellies, elongated foreheads, and slightly short arms ending in silver-tipped claws. On their backs, from which their black wings spread, their silvery spines extend beyond their pelvis, and end in a very sharp tail.

These foul creatures know the following spell lists to their level: Darkness (Evil Magician Base), Dark Summons (Evil Magician Base), Matter Disruption (Evil Magician Base), and 1-2 other 'evil' spell lists. Like a true dragon, their blood is caustic, and they are allowed the special dragon attack patterns described in *C&TI*.

Joe Kushner

The Star of Akir: Akir was an archmage who devoted much of his time to genetic experiments (cloning being one of them). One offshoot of his studies were these magical gemstones. There are rumoured to be a dozen or so of these small (1") spherical gemstones in existence. They are white with a light blue centre and give off a slight blue glow. When one of these stones is worn next to the heart of a living being it attunes itself to him over a period of one week. It can then be left in a place of safekeeping where it will continue to absorb knowiedge, experience, and abilities from him. If and when this being is slain, a new incarnation shall rise from the gem, fully healed but otherwise as he was a moment before death. *Most Potent.*

Replicator: A unique item which will replicate any one item for any one character (once per character, ever). It appears as a small black box about 3" on a side. It only needs to be touched to an item and the mental command 'replicate' given, and it will do so. Attunement to the box is easy (+30) and it will inform any holder of its power and whether or not they have used it before. Holders who insist on trying to use it more than once will have their second and subsequent items disintegrated or otherwise destroyed.

If it is touched to an artifact, it will replicate any pluses and inherent bonuses, but no other powers . The replica wlll not in itself be an artifact or relic (i.e., if a +25 sword of cutting with the power to heal its owner three times a day is replicated, then you will get a +25 sword of cutting and that's all). *Most Potent.*

False Replicator: This item also appears as a black box about 3" on a side, and it will also tell the holder that it has the power to duplicate items. What it doesn't say is that it drains the first item to power the replica. It has no power to affect artifacts. *Modest.*

Ashes of Luctu: Luctu was a 'deathless' adventurer who lived for centuries. Near the end of his career, his knowledge was said to somehow span all known professions. Upon his death, his followers cremated him and kept his ashes. In the centuries since, the ashes have been divided up amongst his followers, most of whom have since perished. The ashes, when mixed with a character's blood and drunk by him, give him the ability to progress in another class (chosen upon quaffing). *Most Potent.*

Ring of Thievery: A small band of grey metal which will only fit the fingers of humanoids under 6' tall. It gives the following abilities:

- Invisibility is not broken by pickpocket attempts.
- When the wearer is not invisible, it gives +20 to his hiding rolls.
- Three times per day, it can be touched to a non-magical lock and it will have a 20% chance of producing a key for that lock. *Most Potent.*

Fuka Stones/Octo Gems: These are man-made gems of various colours into which eight spells (or effects) of the same type are placed The color of the gem rarely indicates the contents. Each gem has eight sides, weighs eight ounces, and is about 2" in length. They can be hurled by hand to a distance of 60', or propelled from a sling, staff sling, or pellet bow.

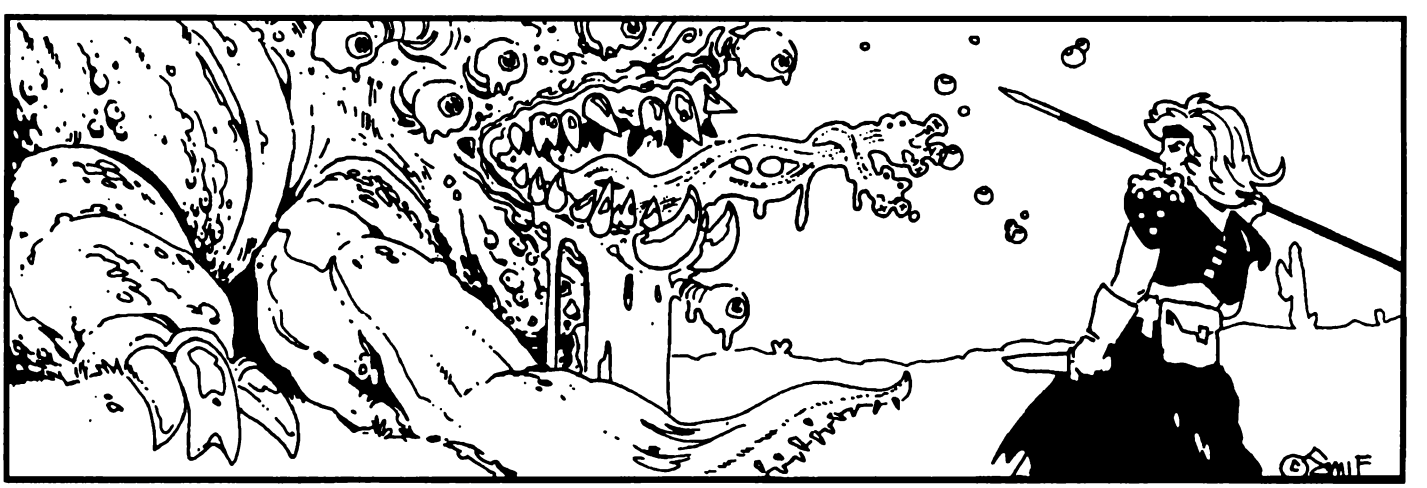
When fired, they land without breaking and are immediately surrounded by a 2' diameter, 8' high cloud of gas of the same colour as the gem. Four seconds later, the spells or effects contained within are unleashed along the eight points of the compass at a height of 4'.

Typical spells and effects include: any of the ball, bolt, or instantaneous damage spells (but not triads), fire or acid streams, missiles (possibly poisoned), summoning (8 creatures of the same type), holy/unholy water, nets, vorpal bunnies, etc. *Potent to Most Potent.*

Kobold Gem: Small transparent gems within which can be seen a small humanoid. The holder can (by mental command) bring forth the dweller—a kobold—twice per day The kobold stays until killed or dispelled (essence), is unswervingly loyal to it's master, and will perform any tasks for him (including suicide). The kobold is Lvl 1, MV 60 (x5), MN +20, M, 30 Hits, AT/9(35), OB 25 with any weapon, immune to all mental attack/influence. *Modest.*

Superior Kobold Gems: As a normal kobold gem apart from the fact that the little blighter is wielding a silver shortsword (+50, delivers additional Slash criticals of equal severity) which disappears when he is slain. Statistics are otherwise as above. *Potent.*

Mark Mclean



STEAM CRITICAL STRIKE TABLE

	A	B	C	D	E
01-05	Humid air. +0 hits.	Hot air. +0 hits.	Hot draft. +1 hits.	+2 hits. Could have been much worse.	+3 hits. Whew!
06-10	Warm, wet breeze. +0 hits.	Hot stream. +1 hit.	Steam billows a rnd. +2 hits.	+3 hits. Foe gets steamed about it.	Foe feels the heat and loses 1 rnd of initiative if he wears no armor. +4 hits.
11-15	Scalding steam. +1 hit.	+2 hits.	Hot blast. +3 hits.	Hot air. +4 hits.	Foe loses 1 rnd of initiative. +5 hits.
16-20	Hot blast. Foe loses initiative for 1 rnd. +2 hits.	Foe loses initiative for 1 rnd. +2 hits.	Foe loses 1 rnd of initiative. +3 hits.	Foe is unbalanced and loses initiative for 1 rnd. +4 hits.	Unbalancing blast forces foe to parry for 1 rnd. +6 hits.
21-35	Steam unbalances foe. He loses initiative for 2 rnds. +3 hits.	Steam blast unbalances foe. He loses initiative for 2 rnds. +4 hits.	Light burns. Foe must parry 1 rnd. +5 hits.	Minor burns force foe to parry for 1 rnd. +5 hits.	Minor burns. Foe must parry for 2 rnds and takes 1 hit/rnd. +7 hits.
36-45	Foe loses initiative for 2 rnds. +4 hits.	Broiling spray. Foe must parry for 1 rnd. +6 hits.	Boiling blast forces foe to parry for 2 rnds. +7 hits.	Blast forces foe to parry for 3 rnds. +8 hits.	Steam blast stuns foe for 1 rnd. Foe takes 1 hit/rnd. +8 hits.
46-50	Foe must parry for 1 rnd. +5 hits.	Minor burns. Foe must parry for 2 rnds. +8 hits.	Minor burns stuns foe for 1 rnd. +9 hits.	Steam stuns foe for 1 rnd. Foe takes 1 hit/rnd due to pain and shock. +9 hits.	Steam stuns foe for 2 rnds. Foe takes 1 hit/rnd. +11 hits. If foe is using a metal weapon or shield, it is too hot to handle for 6 rnds.
51-55	Light burn. Foe must parry for 1 rnd. +6 hits.	Blast stuns foe for 1 rnd. +8 hits.	Blast stuns foe for 2 rnds. +10 hits. If foe does not have leg armor, he takes 1 hit/rnd.	Blast of steam stuns foe 2 rnds. Foe receives +10 hits and 1 hit/rnd.	Foe is stunned and unable to parry for 2 rnds. Foe also takes 1 hit/rnd. +12 hits.
56-60	Steam blast unbalances foe. +7 hits. Foe must parry for 2 rnds.	Foe is stunned for 2 rnds. If foe wears metal leg armor, +8 hits. If not, +9 hits and 1/rnd.	Foe stunned 2 rnds. +11 hits. If foe is wearing cloth or leather (ATs 1, 2, 5-10), he takes 1 hit/rnd.	Steam blast stuns foe for 3 rnds. Foe is unable to parry for 2 rnds. +11 hits. If foe is wearing AT 1, 2, or 5-100, he takes 1 hit/rnd.	Foe stunned and unable to parry for 3 rnds. He takes 1 hit/rnd and fights at -5. +13 hits.
61-65	Foe is stunned for 1 rnd. +8 hits. Foe loses initiative for 2 rnds.	Foe is stunned and unable to parry for 1 rnd. +9 hits.	Upper leg burns. Foe is stunned and unable to parry for 1 rnd. +10 hits. Foe takes 1 hit/rnd and fights at -5.	Foe is stunned and unable to parry for 3 rnds. +13 hits. Foe also takes 2 hits/rnd.	Blast of steam burns foe's legs, rendering him incapable of walking. Foe is stunned/no parry for 3 rnds, takes 2 hits/rnd and operates at -50. +14 hits.
66	Sudden eruption of steam causes foe to drop whatever he is holding. Stunned/no parry for 2 rnds. Foe takes +9 hits and is at -10 due to chest burns.	Scalding chest blast. Foe is stunned and unable to parry for 2 rnds. Foe takes +10 hits and 2/rnd.	Broiling chest blast knocks foe down. +11 hits. If foe wears armor, he takes 1 hit/rnd. If not, he takes 2 hits/rnd.	Nasty neck strike causes foe to lose consciousness for 12 rnds. +12 hits and 3 hits/rnd. Thereafter foe operates at -10.	Steam blast to head. If foe wears a helmet, he is knocked out for a day and takes 4 hits/rnd. Otherwise foe is instantly killed.
67-70	Foe is stunned for 2 rnds. If he has leg armor, he takes +7 hits. If not he takes +10 hits and 1/rnd.	Foe is stunned and unable to parry for 1 rnd. Foe takes 1 hit/rnd and fights at -5. +7 hits.	Foe is stunned for 2 rnds and unable to parry for 1 rnd. Foe takes 1 hit/rnd and fights at -10. +8 hits.	Back blast knocks foe down. Out of action for 1 rnd and stunned 1 rnd after that. Foe takes 2 hits/rnd. +14 hits.	Weapon arm strike causes foe to fight at -10. Foe is stunned 3 rnds and takes 3 hits/rnd. +15 hits.
71-75	Back blast. Foe is stunned for 2 rnds. Foe takes 1 hit/rnd and fights at -5. +8 hits.	Chest blast. Foe is stunned and unable to parry for 1 rnd. Foe fights at -10. +8 hits.	Blast to foe's chest stuns foe 3 rnds. If foe is wearing AT 1, 2, 5-10) he takes 3 hits/rnd and fights at -15. Otherwise, foe takes +9 hits and 1 hit/rnd.	Foe enveloped in steam cloud. Stunned 4 rnds. +15 hits. Foe fights at -20.	Chest blast knocks foe down. Foe is stunned 3 rnds, takes 3 hits/rnd, and fights at -30. +17 hits.
76-80	Hot steam blasts face. Foe is stunned and unable to parry for 1 rnd. +10 hits.	Blast stuns foe for 2 rnds. If foe is wearing cloth or leather (ATs 1, 2, 5-10), he is at -5 and takes 1 hit/rnd. Otherwise, foe takes +9 hits.	Steam blast to foe's shield arm. If arm is protected by metal armor, foe takes +10 hits. If not, he is stunned 3 rnds, arm is useless, and he operates at -30.	Accurate steam blast severely burns weapon hand. Any item held in this hand may possibly be damaged and/or dropped. Foe is stunned/no parry for 3 rnds. +11 hits. Foe operates at -25.	Foe is knocked out 3 rnds, stunned for 6 rnds thereafter, and takes 1 hit/rnd. +18 hits.
81-85	Foe stunned for 2 rnds and unable to parry for 1 rnd. +10 hits. Foe takes 1 hit/rnd.	Simmering back blast knocks foe down. He is stunned 1 rnd and takes 1 hit/rnd. Foe fights at -5.	Back blast stuns foe for 2 rnds and he takes 1 hit/rnd. Foe acts at -20.	Blast to upper body stuns foe for 6 rnds. +13 hits.	Back blast knocks foe out for 6 rnds. +20 hits.
86-90	Foe is stunned for 2 rnds and functions at -10. Foe takes +8 hits and 1 hit/rnd.	Leg blast stuns foe 3 rnds. If foe is wearing AT 1, 2, or 5-10, he is at -10 and takes 10 hits and 2 hits/rnd. Otherwise, foe takes +12 hits.	Leg blast stuns foe 4 rnds. If foe is wearing AT 1, 2, or 5-10, he is at -50 and takes +12 hits and 2 hits/rnd. Otherwise, foe takes +15 hits, 1 hit/rnd, and acts at -25.	Foe is knocked out for 3 rnds, taking 2 hits/rnd. +15 hits.	Foe is engulfed in a hot ball of steam. Foe is knocked out for 18 rnds, takes 3 hits/rnd, and operates at -15. +21 hits.
91-95	Hip strike knocks foe down. Foe is stunned and unable to parry for 2 rnds. Foe fights at -20. +10 hits.	Head strike. Foe is blinded and operates at -90 for 6 rnds. If foe has no helm, he takes 3 hits/rnd. Otherwise, foe takes +9 hits.	Hot blast forces foe to be stunned and unable to parry for 6 rnds. Foes fights at -40 and takes 2 hits/rnd. +17 hits.	Hot blast of steam strikes foe full in the face. Eyes are destroyed and foe falls into a day long coma. +18 hits.	Scalding steam kills foe in 12 rnds due to pain and shock. +24 hits.
96-99	Blast to foe's neck. If foe has neck armor he is stunned and unable to parry for 2 rnds. If not, foe is down and takes 3 hits/rnd. +8 hits.	Neck strike. If foe has neck armor he is stunned and unable to parry for 4 rnds. If not, foe is knocked out for 30 rnds and takes 4 hits/rnd.	Chest strike knocks foe down. If foe is wearing ATs 1, 2, or 5-10, he is at -80 and takes +15 hits and 4 hits/rnd. Otherwise, foe takes +18 hits, 2 hits/rnd, and acts at -50.	Deadly abdominal blast knocks foe out. Foe dies in 18 inactive rnds due to massive internal organ damage.	Foe is instantly cooked to tender perfection, stewed in his own juices. White meat or dark?
100	Scalding blast to foe's head. If helmed, he is knocked out for 1 hour and takes 2 hits/rnd. If not, foe is out for 1 day, blinded (-90) for 1 week, and takes 1 hit/rnd. +13 hits.	Head blast. Foe knocked out for 1 week and permanently blinded (-90). Foe takes +15 hits and 1 hit/rnd.	Concentrated blast of steam blows foe's head off. Head flies 20', then rolls to a stop. Ouch! Instant death.	Foe's entire body is parboiled, leading to instant death. Any1 within 30' must make a RR vs. a 10th level attack or be overcome by nausea.	Boiling blast cuts foe in half, destroying all items he carries. Instant death.